

ROBOT WARS EXTREME DESTRUCTION

GAME DESIGN DOCUMENT VERSION 4.0

WARTHOG PLC
10 EDEN PLACE
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DOCUMENT UPDATE

This section is intended to provide a clear outline of changes made to the document when and where they happen. For further details on the formal version control and tracking of this document and the game code please see Appendix I - Version Control.

VERSION	DATE	PAGE NO./HEADING	AUTHOR	EDIT DESCRIPTION
4.0	6/09/02	General Update	J Brown	All references to the abandoned 'Directional Control' method removed from document
4.0	4/09/02	Page 144	J Brown	Description of single Game Pak multiplayer support removed
4.0	4/09/02	Appendix XIII - Game Text	J Brown	Appendix re-implemented with full translations
4.0	4/09/02	General Update	J Brown	All references to the function of the Spoils Of War screen now refer to the 2 dimensional navigation system
2.06	27/06/02	Appendix X - Cheat Codes	J Brown	Tune removed
2.06	27/06/02	Appendix XIII - Game Text	J Brown	Shunt's power updated
2.05	27/06/02	Appendix XIII - Game Text	J Brown	Corrected final omission - cheat codes listed
2.05	27/06/02	All-Star Robots	J Brown	Selecting All-Star robots for events criteria added
2.05	26/06/02	All-Star Robots		Self-righting techniques detailed
2.0	26/06/02	Appendix XIII - Game Text	J Brown	General revision for final listing
2.0	25/06/02	Special Moves	J Brown	All-Star robot assignment added



VERSIO N	DATE	PAGE NO./HEADING	AUTHO R	EDIT DESCRIPTION
2.0	20/06/02	Appendix XIV - Trophies	J Brown	Gauntlet trophies added
2.0	19/06/02	Robot Building - Traction, Power and Weapons	J Brown	Attribute 'Reliability' now Hit Points
2.0	19/06/02	Robot Building - Armour	J Brown	Attribute 'Strength' now Hit Points
2.0	18/06/02	Secrets Allocation	J Brown	Gold Robot secret slots now detailed in section
1.95	12/06/02	Robots To Order	J Brown	Separated in own section
1.95	11/06/02	Front End	J Brown	Game end flowcharts added
1.95	10/06/02	Appendix XIII - Game Text	J Brown	Help text, arena descriptions and tooltips text added
1.95		Front End - Initialisation Flow	J Brown	Amended for single save structure
1.95	10/06/02	Appendix VI - SFX Listing	J Brown	Commentator speech detailed
1.9	07/06/02	Special Moves	J Brown	Given own chapter and expanded
1.9	07/06/02	Controls	J Brown	A+B now operate weapons and L+R activate special moves
1.9	06/06/02	Secrets	J Brown	No longer a random structure
1.9	06/06/02	Gold Robot	J Brown	Updated to include Grudge Match element
1.9	06/06/02	General Point	J Brown	Save parameters changed from 3 Save Game Slots to just one
1.9	31/05/02	Appendix XIII - Game Text	J Brown	House Robots stats added
1.9	30/05/02	Appendix XIII - Game Text	J Brown	Modified in line with BBC requests
1.9	30/05/02	Front End - Screen 42	J Brown	Modified to include control option
1.9	30/05/02	Robot Building - Motors	J Brown	Names added to listing
1.9	28/05/02	Gauntlet Structure	J Brown	Drop Zone and Slalom more clearly defined
1.9	27/05/02	Front End Terminology	J Brown	"Confirm" and "Abort" are now standard terms for OK and Cancel respectively
1.9	27/05/02	Strength And Weakness	J Brown	Section added
1.85	24/05/02	All-Star Robots	J Brown	Stats added
1.85	24/05/02	Appendix XIV - Trophies	J Brown	Exploding Shrapnel on Mayhem now Crossed Axes



1.85	23/05/02	Robot Building - Armour	J Brown	Alpha test numbers assigned
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VERSIO N	DATE	PAGE NO./HEADING	AUTHO R	EDIT DESCRIPTION
1.85	23/05/02	Robot Building - Weaponry	J Brown	Gold weapons added
1.85	22/05/02	Robot Building - Traction	J Brown	Alpha test numbers assigned
1.85	22/05/02	Robot Building - Weaponry	J Brown	Alpha test numbers assigned
1.85	22/05/02	Robot Building - Chassis	J Brown	Alpha test numbers assigned
1.85	22/05/02	Robot Building - Power	J Brown	Alpha test numbers assigned
1.85	20/05/02	Name	J Brown	Document now titled "Robot Wars Extreme Destruction"
1.85	17/05/02	Robot Building - Weaponry	J Brown	"Inertia disc" now named Disc
1.85	17/05/02	Robot Building - Weapons	J Brown	"Mandibles" now named Pincers
1.85	17/05/02	Robot Building - Weapons	J Brown	"Circular saw" now named Saw
1.85	17/05/02	Robot Building - Weapons	J Brown	"Static ramming spikes" now named Spikes
1.85	17/05/02	Robot Building - Weapons	J Brown	"Spike (forward propelled lance)" now named Lance
1.85	17/05/02	Front End - New Robot Flowchart	J Brown	Keystroke table added for Screen 21
1.85	17/05/02	Front End - New Robot Flowchart	J Brown	Skip functionality changed
1.85	16/05/02	Appendix XIV - Trophies	J Brown	Appendix added
1.80	14/05/02	Appendix XIII - Game Text	J Brown	Appendix added
1.80	14/05/02	Appendix XII - Asset Register	J Brown	Appendix added
1.80	14/05/02	New Robot	J Brown	Robot currently in Tournament query added
1.80	13/05/02	Gauntlet Challenge	J Brown	Flowchart added along with component screens
1.80	13/05/02	Front End - Build Robot	J Brown	Flowchart updated with new component ordering
1.80	13/05/02	Front End - Edit Robot	J Brown	Flowchart updated with new component ordering
1.75	09/05/02	Language	J Brown	Danish removed, Dutch added
1.75	09/05/02	Gauntlet Modes	J Brown	Incorporated into Front End Flow
1.75	03/05/02	Secrets Allocation	J Brown	Redistributed
1.75	03/05/02	All-Star Robots	J Brown	Grading distribution altered
1.75	03/05/02	Gold Robot	J Brown	First challenge changed



1.75	03/05/02	Front End	J Brown	Quick Build now accounted for
1.75	03/05/02	Front End	J Brown	Quick Finish now accounted for



VERSIO N	DATE	PAGE NO./HEADING	AUTHO R	EDIT DESCRIPTION
1.7	02/05/02	General Point	J Brown	Term "Drive System" replaced with "Traction"
1.7	02/05/02	General Point	J Brown	Term "Propulsion" replaced with "Power"
1.7	02/05/02	General Point	J Brown	Term "Rectangle" replaced with "Block"
1.7	02/05/02	General Point	J Brown	Term "Shape" replaced with "Chassis"
1.7	01/05/02	Grudge Match Structure	J Brown	Section added
1.7	01/05/02	Quickstart Structure	J Brown	Section added
1.7	01/05/02	Gauntlet Structure	J Brown	Section added
1.7	01/05/02	Mayhem Structure	J Brown	Section added
1.7	01/05/02	Game Modes - Single And Multiplayer	J Brown	Trimmed down and information passed to separate Structure sections
1.7	30/04/02	Metal Kingdom Structure	J Brown	Section added
1.7	30/04/02	All-Star Robots	J Brown	List updated
1.7	26/04/02	Robot Building - Armour	J Brown	Secrets graded
1.7	26/04/02	Robot Building - Propulsion	J Brown	Secrets graded
1.7	26/04/02	Robot Building - Drive Systems	J Brown	Secrets graded
1.7	26/04/02	Robot Building - Shape	J Brown	Secrets graded
1.7	26/04/02	Controls - Special Moves	J Brown	Secrets graded
1.7	26/04/02	All-Star Robots	J Brown	Secrets graded
1.7	26/04/02	Arenas	J Brown	Secrets graded
1.7	26/04/02	Secrets Allocation	J Brown	Section added
1.7	26/04/02	Arena Editor - Hazards	J Brown	Washing machine added
1.7	26/04/02	Arena Editor - Hazards	J Brown	Drop probabilities changed
1.7	25/04/02	Robot Building - All-Star Robots	J Brown	Required number of All-Star robots to be defined by the BBC adjusted to 17
1.7	23/04/02	Front End - Multiplayer	J Brown	Multiplayer versus screen added
1.65	16/04/02	Front End	J Brown	Diagrammatical screens added



1.65	16/04/02	Arena Editor - Arena Hazards	J Brown	Drop Zone objects added
1.65	16/04/02	Front End - Licensing and Language Selection	J Brown	Gamezlab logo added to flow
1.65	16/04/02	Front End - Workshop	J Brown	Special moves set-up added



VERSIO N	DATE	PAGE NO./HEADING	AUTHO R	EDIT DESCRIPTION
1.65	16/04/02	Appendix X - Tune	J Brown	Cheat added
1.65	16/04/02	Gold Robot	J Brown	Section added
1.6	11/04/02	Single Player Game Modes - Mayhem	J Brown	Computer chooses opponents now not player
1.5	09/04/02	Version number update	J Brown	-
1.5	09/04/02	Appendix V - Screen Specifications	J Brown	Section updated
1.5	08/04/02	Single Player Game Modes - Quickstart	J Brown	Restart option clarified
1.5	08/04/02	Appendix IX - Terminology	J Brown	Appendix updated
1.5	08/04/02	General Change	J Brown	"Training Mode" changed to "The Gauntlet"
1.5	08/04/02	Pause Menu	J Brown	Section added
1.5	05/04/02	Priority Features	J Brown	Section added
1.5	05/04/02	General Change	J Brown	"Part Gambling" changed to "Parts Trading"
1.5	05/04/02	Multiplayer - Matching Robots & Robot Controls - Visual Feedback	J Brown	Operation of arrows and colour coding of robots clarified
1.5	05/04/02	General Change	J Brown	"King of the Ring" has been replaced with "Metal Kingdom"
1.5	04/04/02	Arena Editor	J Brown	Section expanded to include editor functionality
1.5	03/04/02	Single Player Game Modes - Tournament	J Brown	Updated to reflect 4 round structure (previously 5) of TV
1.5	03/04/02	Tournament Structure	J Brown	Section added
1.4	28/03/02	Appendix III - Localisation	J Brown	Foreign Alphabets - section added
1.4	28/03/02	Arenas - Floor	J Brown	Section added
1.4	28/03/02	Arenas - Surround	J Brown	Section added
1.4	28/03/02	Appendix IV - Technical Specifications	J Brown	Directory Structure section added
1.4	28/03/02	Special Effects - Lighting effects	J Brown	Section added
1.4	28/03/02	Difficulty - Level Naming	J Brown	Changed in line with BBC suggestion
1.4	28/03/02	Special Effects - Robot Deformation	J Brown	Section added



VERSION	DATE	PAGE NO./HEADING	AUTHOR	EDIT DESCRIPTION
1.4	28/03/02	Arenas - God Of War	J Brown	Name changed to "Warlord"
1.4	28/03/02	Arenas	J Brown	Section revised
1.4	27/03/02	Game Modes - Training	J Brown	List of tasks compiled
1.4	27/03/02	Robot Control - Special Moves	J Brown	List completed
1.4	27/03/02	Robot Control - User Configuration	J Brown	Flowcharts added
1.4	26/03/02	Robot Building - Armour	J Brown	Armour details expanded
1.4	26/03/02	Appendix X - Cheat Codes	J Brown	Appendix added
1.4	26/03/02	Appendix IX - Terminology	J Brown	Appendix added
1.3	22/03/02	Appendix V - Screen Specifications	J Brown	Revised
1.3	22/03/02	House Robots	J Brown	Section revised and extended
1.3	22/03/02	Robot Building - Robots To Order	J Brown	Bar value system incorporated
1.3	22/03/02	Load/Save	J Brown	Section added
1.3	21/03/02	Front End - Options	J Brown	Help option added
1.3	21/03/02	Robot Building - Robot Workshop	J Brown	Drive systems added
1.3	21/03/02	Game Modes	J Brown	Section expanded for clarity
1.3	21/03/02	Game Modes	J Brown	Split into single player and multiplayer
1.3	20/03/02	Arena Editor	J Brown	Load/Save section added
1.3	20/03/02	Arenas - Out of this world	J Brown	Revised and renamed "God Of War"
1.3	19/03/02	Arenas - Acid Bath	J Brown	Arena added
1.3	19/03/02	Arenas - Skid Pan	J Brown	Arena removed
1.3	19/03/02	Arenas	J Brown	Section more detailed
1.3	18/03/02	Difficulty	J Brown	Functionality and naming convention changed
1.3	15/03/02	Music listing	J Brown	Appendix added
1.3	15/03/02	SFX listing	J Brown	Expanded
1.3	15/03/02	Front End	J Brown	Hugely expanded and revised





VERSIO N	DATE	PAGE NO./HEADING	AUTHO R	EDIT DESCRIPTION
1.2	11/03/02	Milestone 2 Demo - Graphics Reference	J Brown	Appendix added
1.2	11/03/02	SFX Listing	J Brown	Appendix added
1.2	11/03/02	Screen Specifications	J Brown	Appendix added
1.2	10/03/02	Games Modes	J Brown	Functionality clarified
1.2	10/03/02	Robot Building - Shape + Armour	J Brown	Details clarified
1.2	10/03/02	Technical Specification	J Brown	Cartridge information added, section now an appendix
1.2	10/03/02	Gotta Catch 'Em All	J Brown	Functionality clarified
1.2	10/03/02	Special Effects	J Brown	Section expanded
1.2	09/03/02	Game Modes - Training	J Brown	Mode usage improved
1.2	09/03/02	Robot Building - Statistics	J Brown	Functionality clarified
1.2	09/03/02	Licensing Flowchart	J Brown	"Game Title" incorporated
1.2	09/03/02	Languages	J Brown	English plus 5 accounted for
1.2	09/03/02	Visual Feedback	J Brown	Arrow functionality clarified
1.2	09/03/02	Version Control	J Brown	Multiple builds per day covered
1.2	09/03/02	Arena Editor	J Brown	Functionality clarified
1.2	08/03/02	Localisation	J Brown	Appendix added
1.2	08/03/02	Game name - general point	J Brown	"Extreme Advance" shed from title - title will be Robot Wars until marketing decision made
1.2	08/03/02	House Robots	J Brown	Section added
1.2	05/03/02	DOCUMENT NOW TERMED "GAME DESIGN DOCUMENT"	J Brown	DUE TO THE LEVEL OF CLARITY IN THE "OVERVIEW" PHASE THE GDD IS A CONTINUATION OF THAT DOCUMENT
1.1	03/03/02	Game Modes	J Brown	Expanded in line with change requests made
1.1	03/03/02	Flowcharts	J Brown	Updated in line with change requests made
1.1	03/03/02	Difficulty	J Brown	Grading terminology changed & default setting defined
1.1	03/03/02	Robot Building -	J Brown	Clarified



	2	Robot Naming		
1.1	03/03/02	Robot Building - Weapons	J Brown	40 weapons outlined
1.1	03/03/02	Robot Building - Propulsion	J Brown	16 propulsion systems outlined



VERSIO N	DATE	PAGE NO./HEADING	AUTHO R	EDIT DESCRIPTION
1.1	02/03/02	Game Modes - Mayhem And Grudge Match	J Brown	Single and Multi-player operations clarified
1.1	02/03/02	Camera	J Brown	Section expanded for clarity
1.1	02/03/02	Robot Building - Quick Finish	J Brown	Process clarified
1.1	02/03/02	Front End - Navigation	J Brown	Term 'Replay' defined
1.1	02/03/02	Front End - Screen 10 'Options'	J Brown	Note clarify reasons for design decision
1.1	02/03/02	Front End - Look And Feel	J Brown	Multi-Player Single-Cartridge operations clarified
1.1	02/03/02	Multiplayer - Nintendo Information	J Brown	Information added
1.1	02/03/02	Robot Building - Robots To Order	J Brown	Benefits of system clarified
1.1	02/03/02	Multiplayer - Mayhem	J Brown	Details added
1.1	01/03/02	Multi-Player - Matching Robots	J Brown	Section added
1.1	01/03/02	Robot Building - All-Star Robots	J Brown	Immutable nature of all-star robots clarified
1.1	01/03/02	Gotta Catch 'Em All - Parts Gambling	J Brown	Section added to document
1.1	01/03/02	Terminology	J Brown	Section added to document
1.1	01/03/02	Robot Building - Robot Statistics	J Brown	Strengths/Weaknesses statement added
1.1	01/03/02	Robot Control - Control Configuration	J Brown	Section added to emphasis facility
1.1	01/03/02	Robot Control	J Brown	Section clarified
1.1	01/03/02	Media Usage - Audio	J Brown	Sampled speech usage clarified
1.1	01/03/02	Robot Control - Visual Feedback	J Brown	Robot names added to direction arrows
1.1	01/03/02	RJS - Immobilisation	J Brown	Immobilisation adjudication clarified
1.1	01/03/02	RJS	J Brown	Result presentation clarified
1.1	28/02/02	Arenas - Arena Editor	J Brown	Process clarified
1.1	28/02/02	Arenas - Sandstorm	J Brown	Setting clarified
1.1	28/02/02	Difficulty and Robot Building	J Brown	Notes regarding immutable powers of house robots
1.1	28/02/02	Appendix II - Design	J Brown	Section added to document



	2	Schedule		
1.1	28/02/02	Appendix I - Version Control	J Brown	Section added to document
1.1		Document Update	J Brown	Section added to document



INTRODUCTION

Let battle commence in Robot Wars - the most violent clash of metal titans ever to grace the GameBoy Advance. Dare you take to the authentically recreated arena to take on your opponent and maybe even the House Robots?

DETAILS

Title:	Robot Wars Extreme Destruction
Game Type:	Robotic Combat
No. Players:	1-4, single and multiple Cartridge link-up
In Game-View:	3rd person
Target Age:	5-35 years old
Violence Level:	Mechanical Violence Only
Environments:	Arenas (6+)
Platform:	GAME BOY ADVANCE



SPECIAL FEATURES

- ⊕ Trade weapons and robot parts with other players – see if you can find the rare parts to build the Gold Robot.
- ⊕ All your favourite Robot Wars robots rendered in true 3D.
- ⊕ Special moves to be discovered.
- ⊕ Customisable arenas.
- ⊕ 1-4 player simultaneous link-play – Multi-Cartridge.
- ⊕ Realistic Judging System scored on damage, control, style, and aggression.

PRIORITY FEATURES

There are certain elements of this game that are held to be most important by all parties involved and which must be protected at all cost during the development period. These features (which all take equal priority) are as follows:

1. 3D Technology
2. Multiplayer Support
3. Arena Editor
4. Parts Trading System
5. Elements To Unlock



FRONT END

The front end of any game must be both functional, elegant and above all provide no impediment whatsoever for a player who wishes to play the game as soon as possible. The major aspects of the front-end design are covered under their own headings below.

Look and Feel

Fans and casual watchers of the TV show are well aware of the look of Robot Wars. The brushed metal and hazard lines motif are synonymous with the brutal robot mauling action of the series. To reflect the roots of the game the front end will be composed of lovingly detailed sequences that emulate the TV show. Such details can be carried through even to the Multi-Player Single-Cartridge game as the Slave machines do not participate in any of the menu selections, the front end is carried only by the Master machine.

Navigation

Moving through the various menu screens in the game will be as simple as possible. Up and down on the GBA D-pad will always move the clearly defined highlight (spinning arrows will flank the potential selection) either up or down the menu, depending upon which direction is pressed. Should the player wish to choose an option then the A button will be used for selection and should the player wish to cancel an option then pressing the B button will accomplish this.

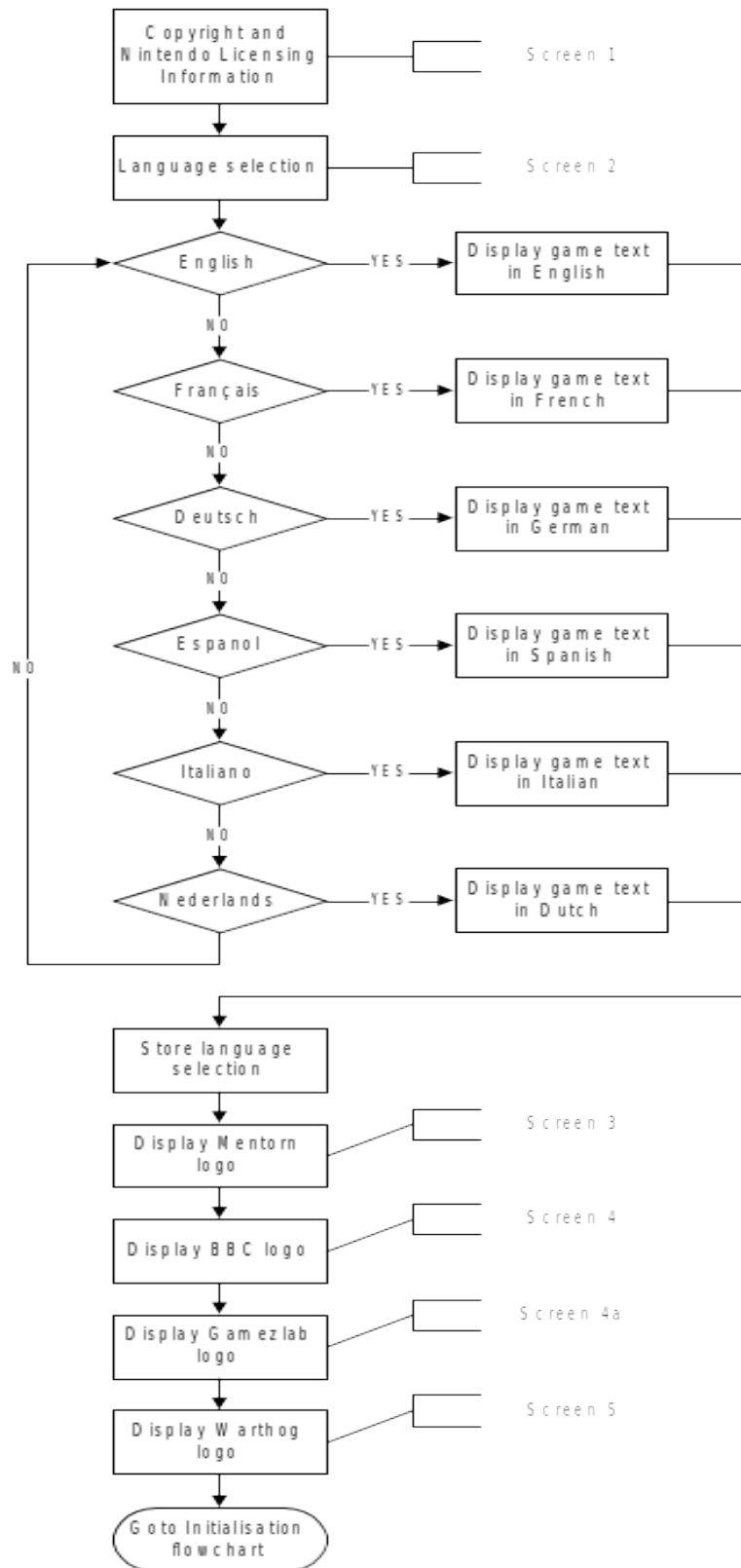
Whenever it is appropriate the player(s) will be given the option to replay (i.e. play another match with exactly the same parameters, not review the match they have just played) their last match without making any changes to their set-up. This is very important, as there is no need for them to go through menus again if they just want to have a go at exactly the same fight again. Offering the replay option will reduce frustration and provide greater slickness.

Flow

The following pages contain flowcharts that illustrate the game flow and identify the different screens of information contained within the game's menu system. The layout and contents of each screen is explained below the relevant flowchart.

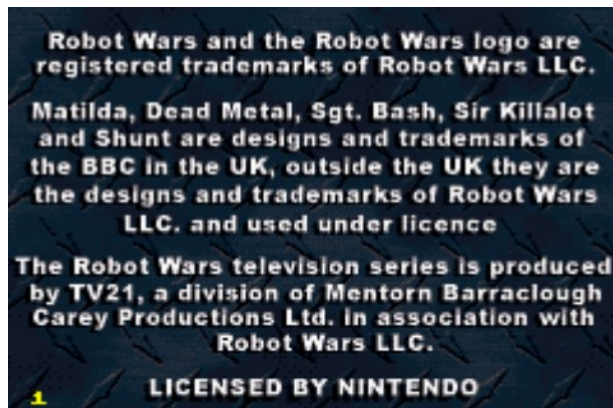


Licensing and Language Selection Flowchart



Screen 1 – Copyright and Nintendo License

This is the Nintendo license screen that is required for all GBA titles.



Screen 2 – Language Select

The following languages will be supplied with the game: English, French, German, Spanish, Italian and Dutch. The selection menu will be presented as text and not graphics, i.e. the player will select the word ENGLISH and not a British flag. The selected language will be saved to the Game Pak so this screen will not appear the second time the player loads the game. If they wish to change language after this the facility is under Options. Only one language is saved per Game Pak.



Screen 3 – Mentorn Logo

The Mentorn logo will be presented as a splash screen. The BBC sting will also be played.



Screen 4 – BBC Logo

The BBC logo will be presented as a splash screen. The BBC sting will also be played.



Screen 4a - Gamezlab Logo

The Gamezlab logo will be presented as a splash screen.

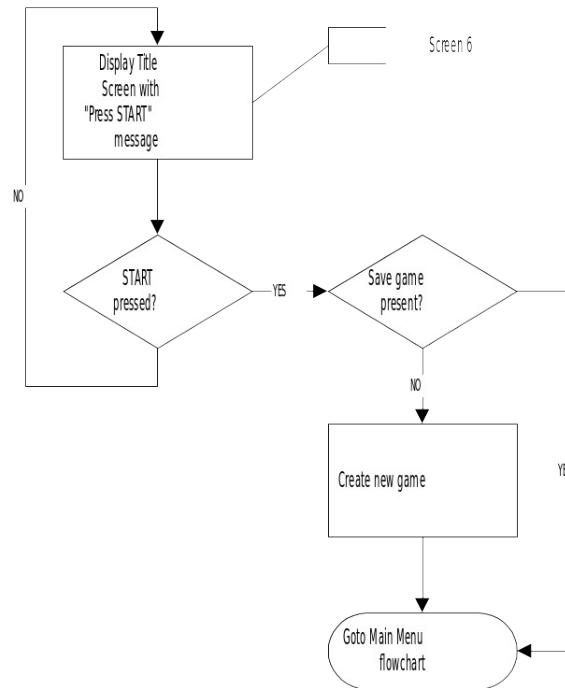


Screen 5 - Warthog Logo

The Warthog logo will be presented as a splash screen.



Initialisation Flowchart



Screen 6 – Title Screen

This screen is the first menu screen the player will see, it is displayed after any introduction sequence, and will look like the Robot Wars logo as seen on the TV. It will slide and rotate into place and sparks will fly from it when the components collide.

The “Press START” message will flash.



Screen 7 – Screen Removed

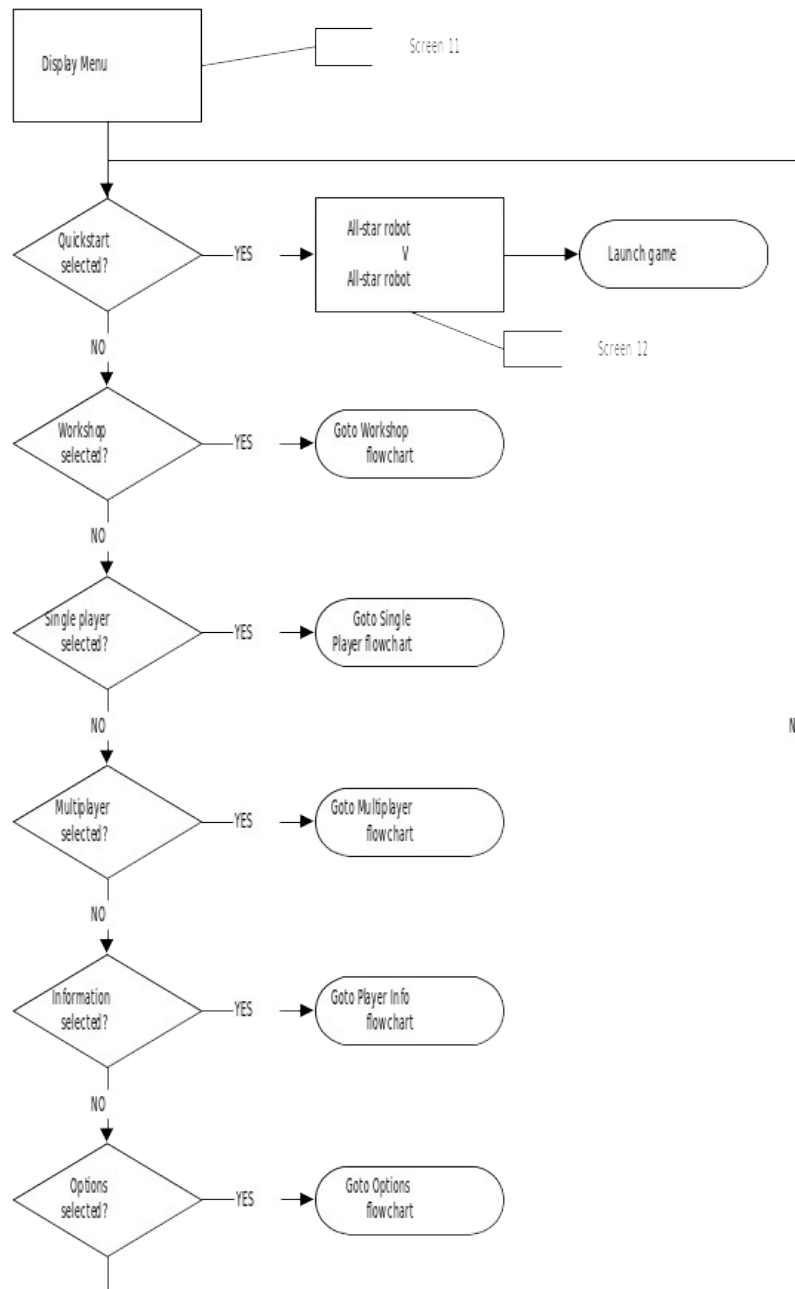
Screen 8 – Screen Removed

Screen 9 – Screen Removed

Screen 10 – Screen Removed



Main Menu Flowchart



Screen 11 – Main Menu

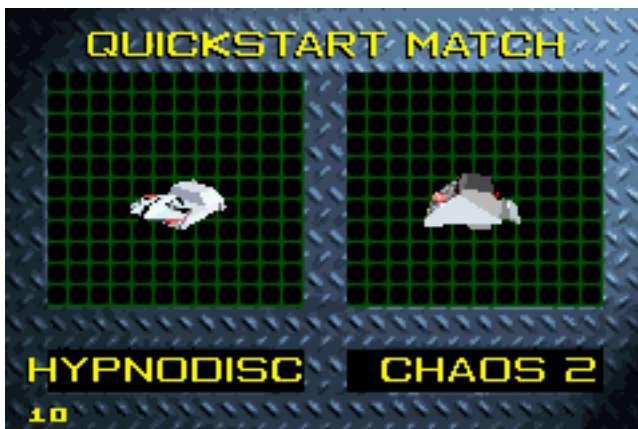
This screen is, in effect, the main menu. From here players can access the main areas of the game without cumbersome option nesting and branching.

The choices that are listed on the screen are: Quickstart, Workshop, Single player, Multiplayer, Player Information and Options.

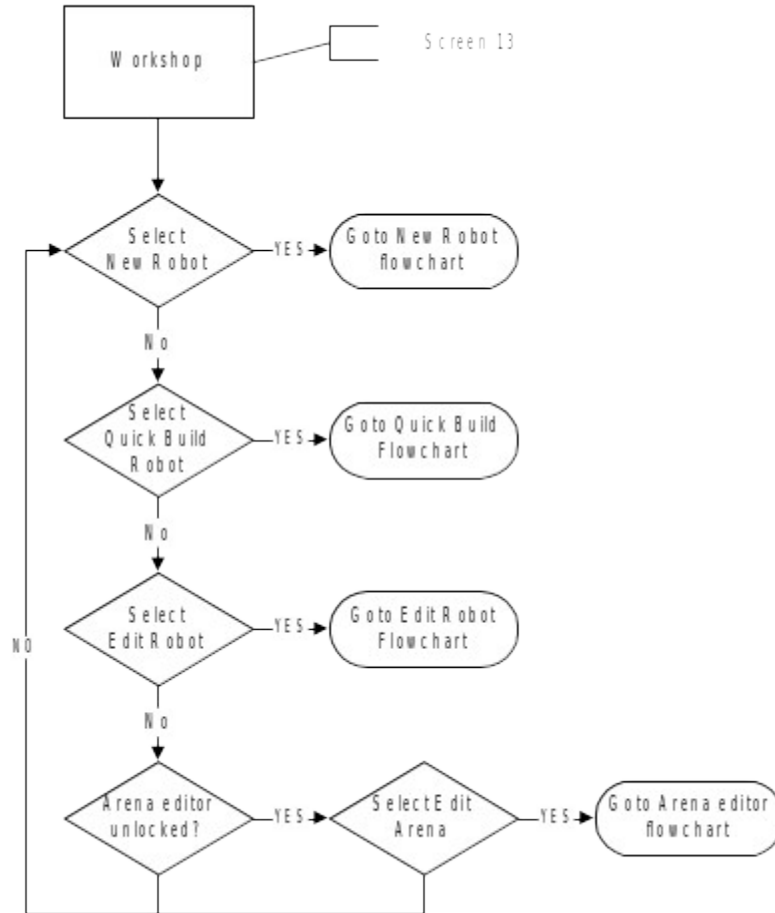


Screen 12 – Quickstart

When a player selects Quickstart they are choosing a one off match between two of the All-Star robots. This screen shows which robot the player will be using and which one the computer has taken charge of.



Workshop Main Menu Flowchart



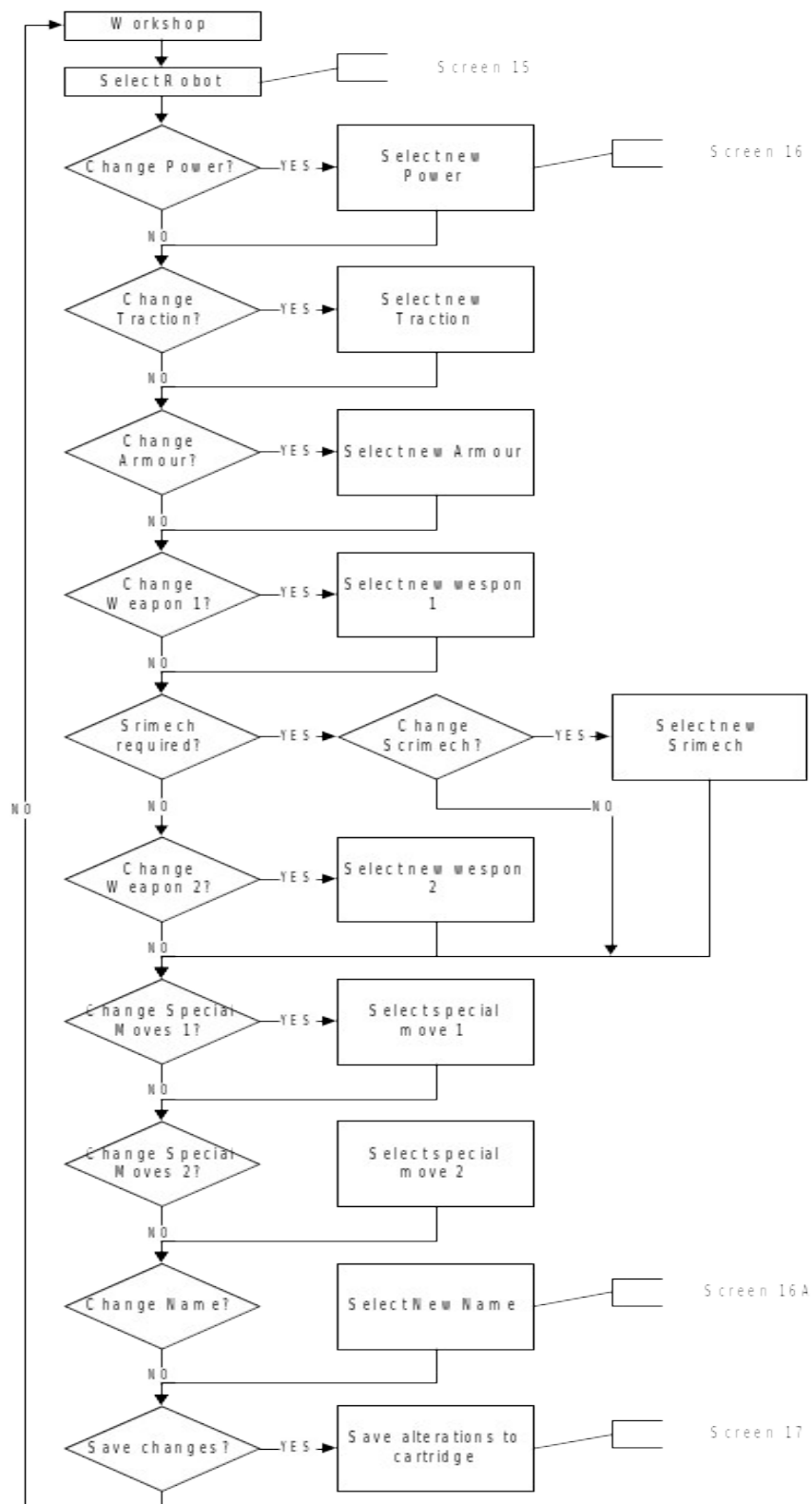
Screen 13 - Workshop Main Menu

From here the player can choose to build a new robot, edit an existing robot or build one according to the Quick build criteria.

When the player unlocks the Arena Editor its function will appear in the Workshop as an option below the robot building functions. The option will simply appear at the bottom of the options listing when it is unlocked. The flowchart for the Arena Editor is at the end of this section because it must be unlocked in the game in order to be available to the player.



Workshop - Edit Robot Flowchart



Screen 14 - Workshop

New functionality has meant the removal of this screen

Screen 15 - Select Robot

The player must choose which robot they wish to edit.



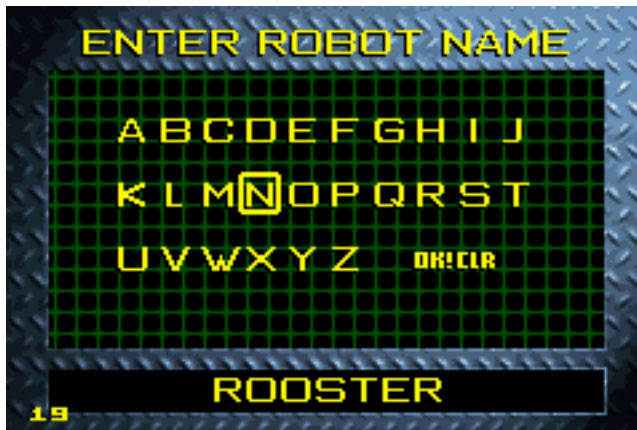
Screen 16 - Part Selection

This screen is dynamic and runs through the whole editing process. The player is given the opportunity to change each robot part in turn (except the shell) and can then modify that part as they choose. Essentially, this section is designed to enable players to upgrade a current robot with superior robot parts that may have been unlocked since the robot was built.



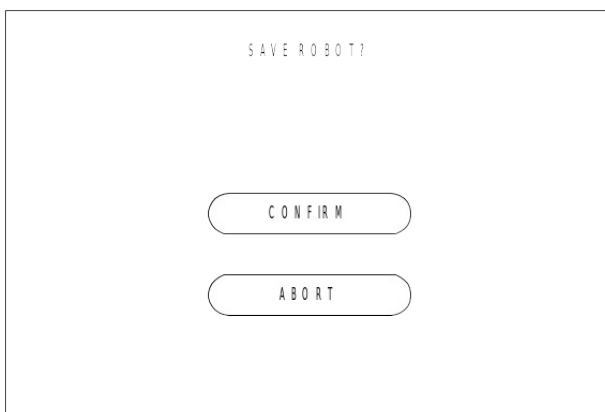
Screen 16a - Robot Naming

Finally the player can change the name of their robot if they wish – after all, there are many robots whose names change as the robot is improved.

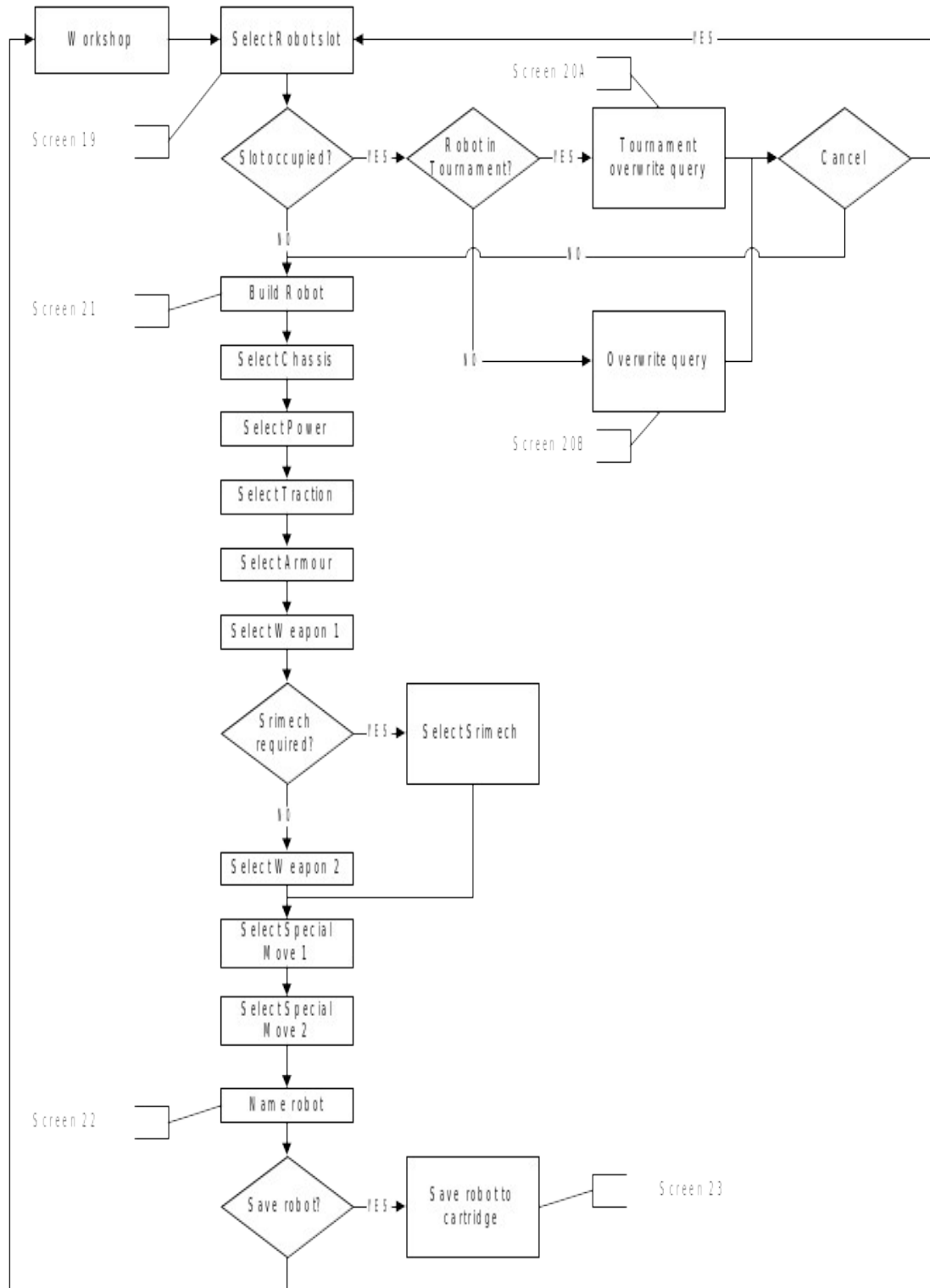


Screen 17 - Save Robot

When the robot is edited the player can save their robot modifications or abandon their efforts in the workshop.



Workshop - New Robot Flowchart



Screen 18 - Workshop

New functionality has meant the removal of this screen

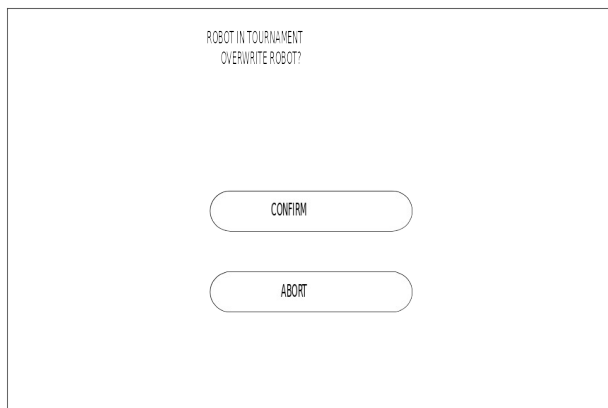
Screen 19 - Select Robot Slot

The player must choose a slot (from the 5 available) in which their robot will be saved.



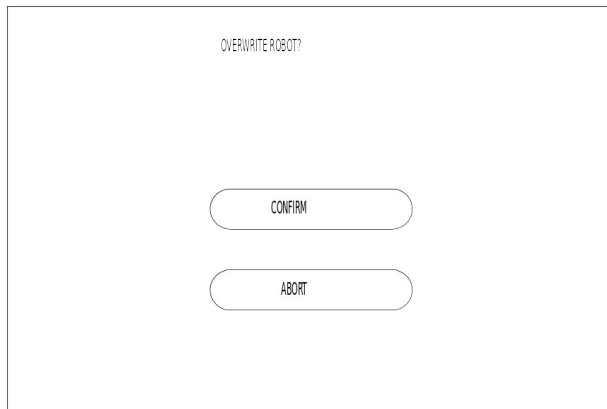
Screen 20A - Tournament Overwrite Query

If the player chooses a slot that is already occupied and the robot in question is already in a Tournament then the player is asked if they are sure that they want to delete the robot that is currently in that slot because erasing that robot will cancel the current Tournament.



Screen 20B - Slot Query

If the player chooses a slot that is already occupied they are asked if they are sure that they want to delete the robot that is currently in that slot.



Screen 21 - Build Robot

This screen is dynamic and runs through the whole building process. The player asked to select each robot part in turn, starting with the chassis, and continues until the robot is built. Some parts are optional so the player can skip these if they wish by selecting the NO XXXX option from the listing of parts. Auto Finish completes the robot with random parts chosen by the game.

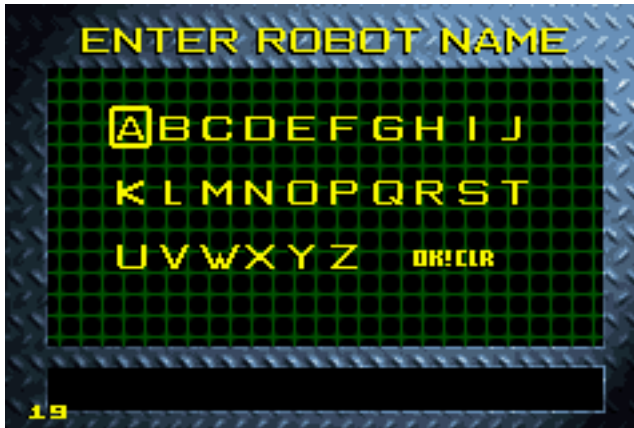


KEYSTROKE	RESULT
UP:	Move highlight up (between OK and Auto Finish)
DOWN:	Move highlight down (between OK and Auto Finish)
LEFT:	Cycle through parts
RIGHT:	Cycle through parts
A:	Select highlighted option
B:	Cancel back to previous part
L:	N/A
R:	N/A



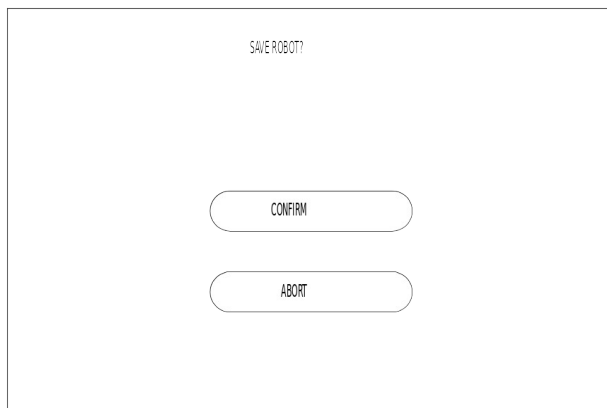
Screen 22 - Robot Naming

The player's final construction act is to name their robot. To do this the player must choose characters from a grid of the alphabet and each robot can have a name no longer than 12 characters.

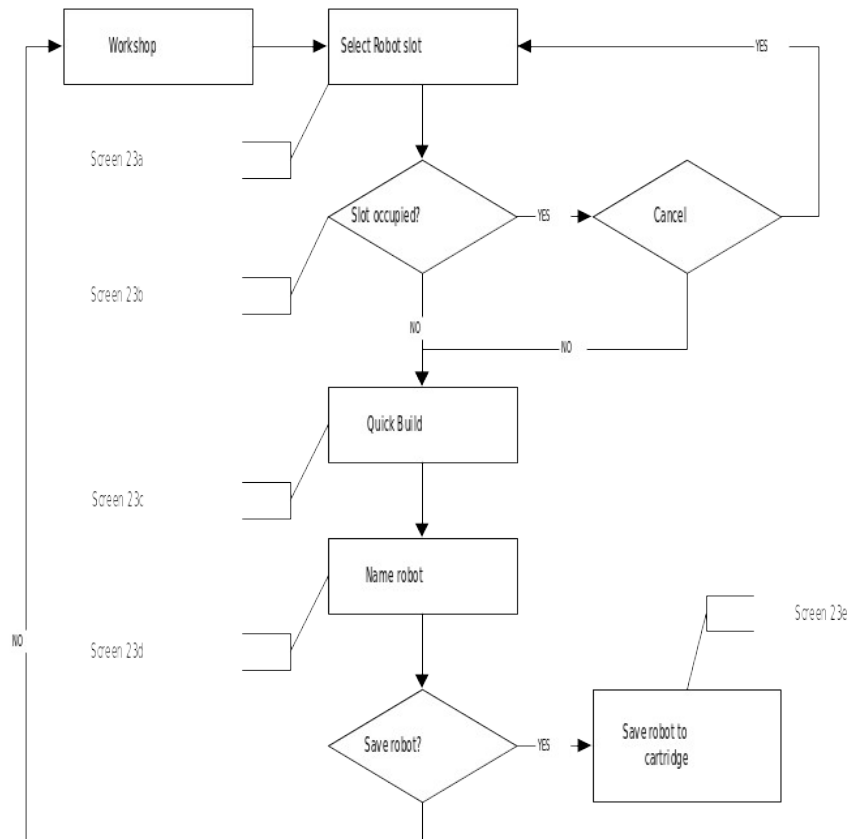


Screen 23 - Save Query

When the robot is built the player can save their robot modifications or abandon their efforts in the workshop.

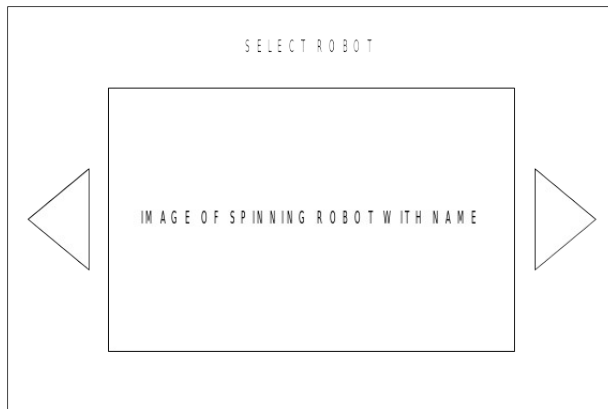


Quick Build Flowchart



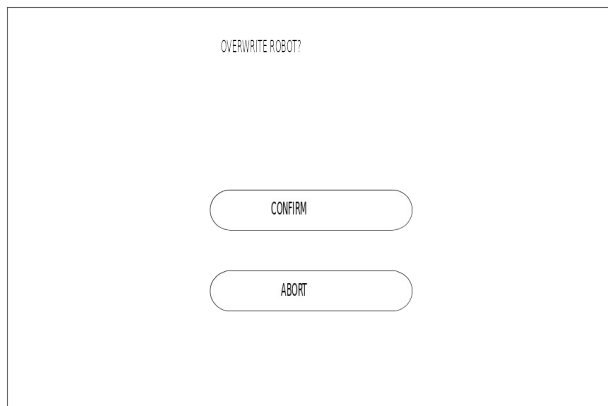
Screen 23a - Select Robot Slot

The player must choose a slot (from the 5 available) in which their robot will be saved.



Screen 23b - Slot Query

If the player chooses a slot that is already occupied they are asked if they are sure that they want to delete the robot that is currently in that slot.



Screen 23c - Quick Build

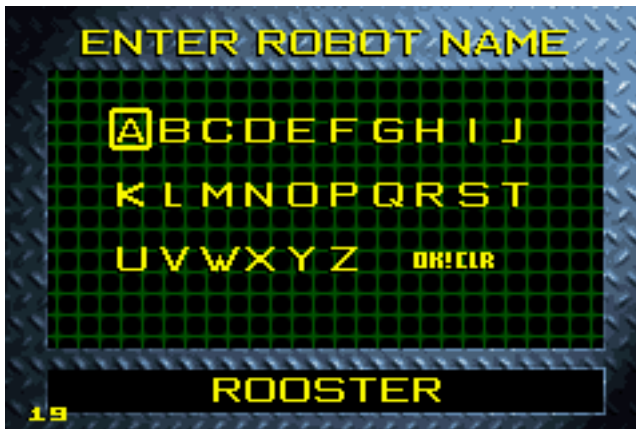
Here the player chooses the attributes that they require for their robot. See later section for functionality details.

QUICK BUILD

DEFENCE:	◀	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	▶
OFFENCE	◀	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	▶
SPEED:	◀	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	▶
CONTROL:	◀	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	▶

Screen 23d - Robot Naming

The player's final construction act is to name their robot. To do this the player must choose characters from a grid of the alphabet and each robot can have a name no longer than 12 characters.



Screen 23e - Save Query

When the robot is built the player can save their robot modifications or abandon their efforts in the workshop.

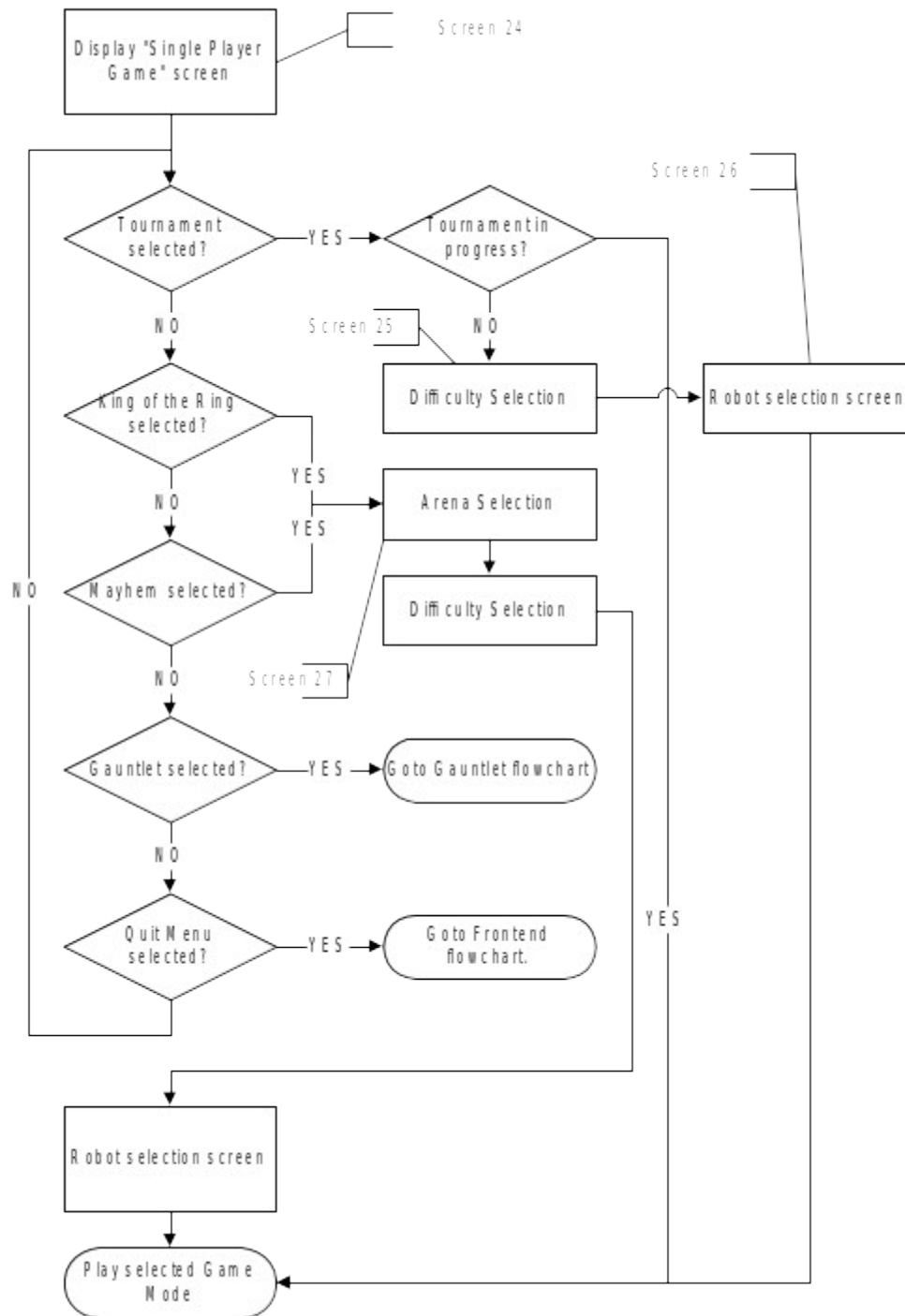
SAVE ROBOT?

CONFIRM

ABORT



Single Player Game Flowchart



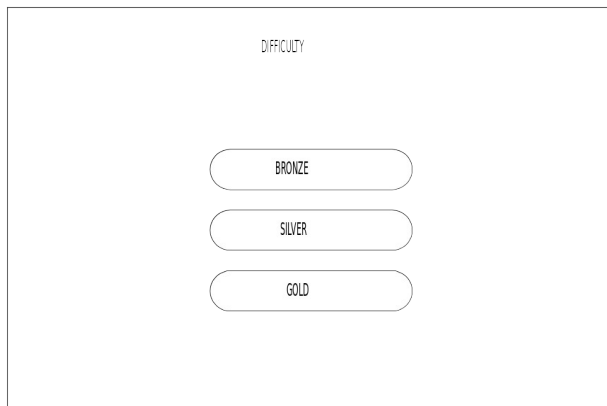
Screen 24 - Single Player Games

This is the main menu for the single player games. The game modes that can be selected from this menu are: Tournament, Metal Kingdom, Mayhem and The Gauntlet (Training mode). If the player is rejoining a tournament that they have previously started then they will be taken straight to the appropriate round of said tournament.



Screen 25 - Difficulty Selection

Here the player can choose which difficulty level they wish to play the game at (Bronze, Silver or Gold). A player is not able to play at one level until they have completed that mode at the previous level. So they cannot play Tournament at Silver level until they have completed the Tournament at Bronze level.



Screen 26 - Robot Selection

The player must choose which robot they wish to use in whatever mode they are participating. As these are all single player games the robots on offer will be taken from both the All-Star pool and the player's own saved robots.

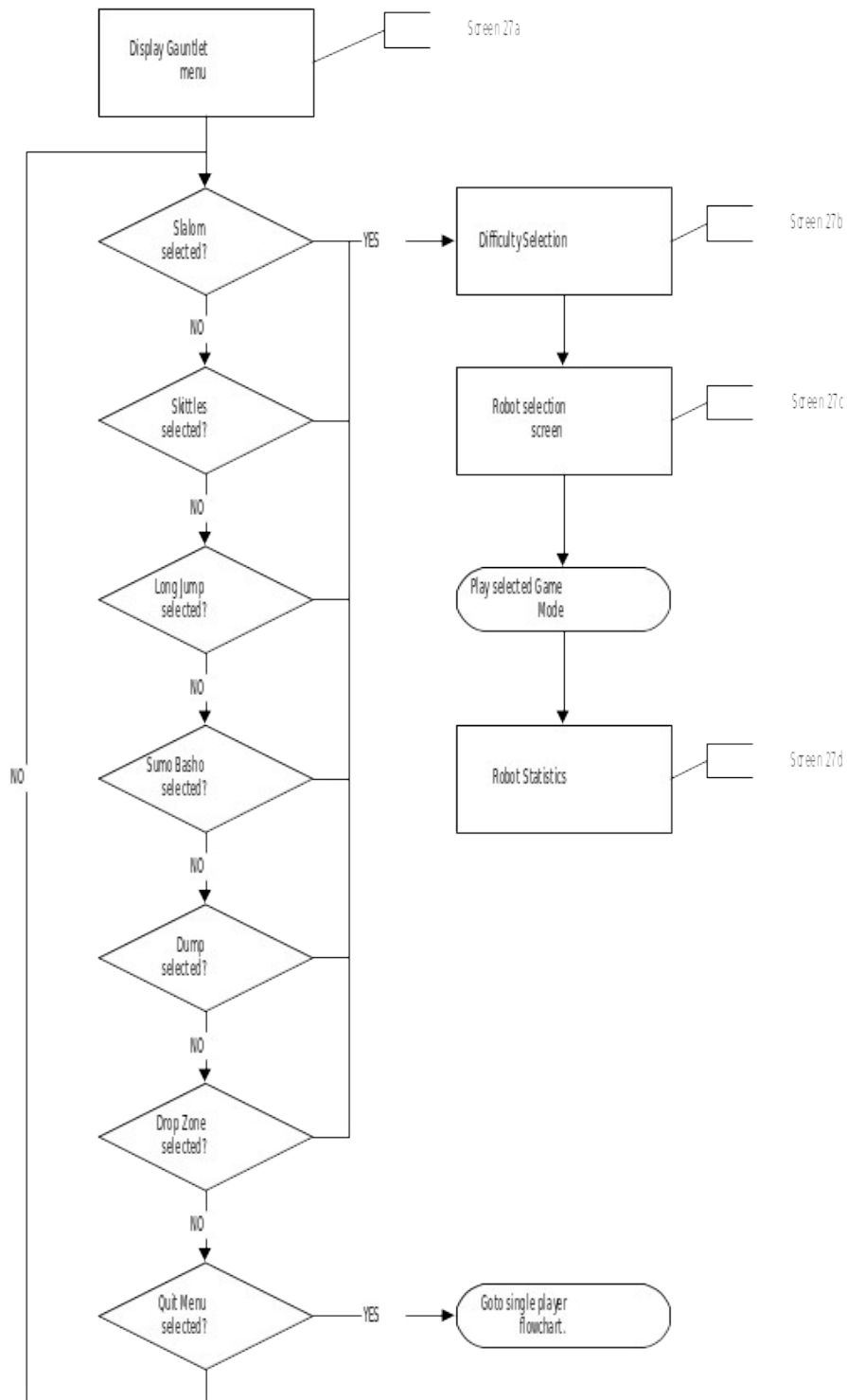


Screen 27 - Arena Selection

In Metal Kingdom and Mayhem mode the player can choose to play in any arena that they have unlocked or which they have created, should they have unlocked the arena editor.



Gauntlet Challenge Selection Flowchart



Screen 27a - Challenge Selection

Here the player can choose which of the Gauntlet's six challenges they wish to play.



SELECT CHALLENGE

SLALOM

SKITTLES

LONG JUMP

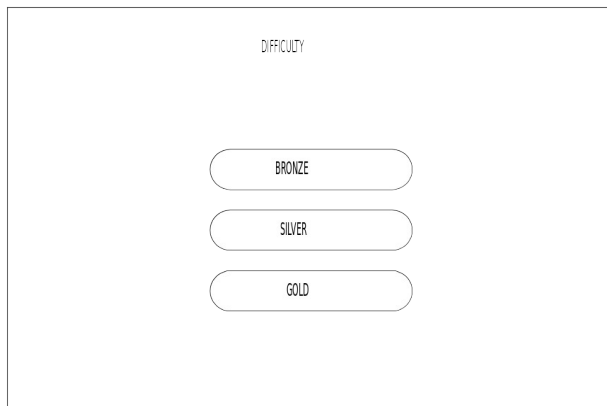
SUMO BASHO

DUMP

DROP ZONE

Screen 27b - Difficulty Selection

Here the player can choose which difficulty level they wish to play the challenge at (Bronze, Silver or Gold). A player is not able to play at one level until they have completed that challenge at the previous level. So they cannot play Skittles at Silver level until they have completed Skittles at Bronze level.



DIFFICULTY

BRONZE

SILVER

GOLD



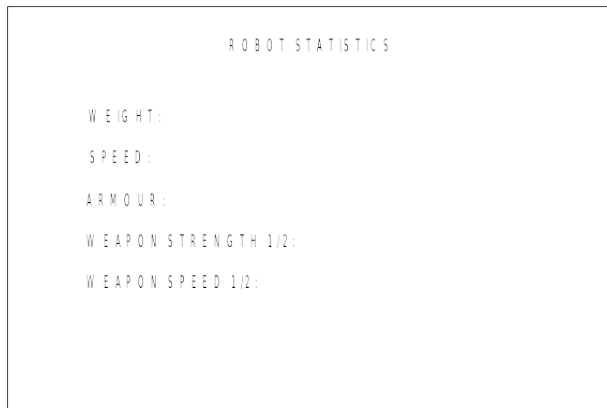
Screen 27c - Robot Selection

The player must choose which robot they wish to use.



Screen 27d - Robot Statistics

When a robot is taken through a Gauntlet challenge the player is given information about the robot afterwards as an incentive to use the mode. Only by going into one of the Gauntlet challenges can the player unearth the information in this overview numerical form. The second screen of information gives the player a strength and a weakness about the robot. See Strengths and Weaknesses section for more information.



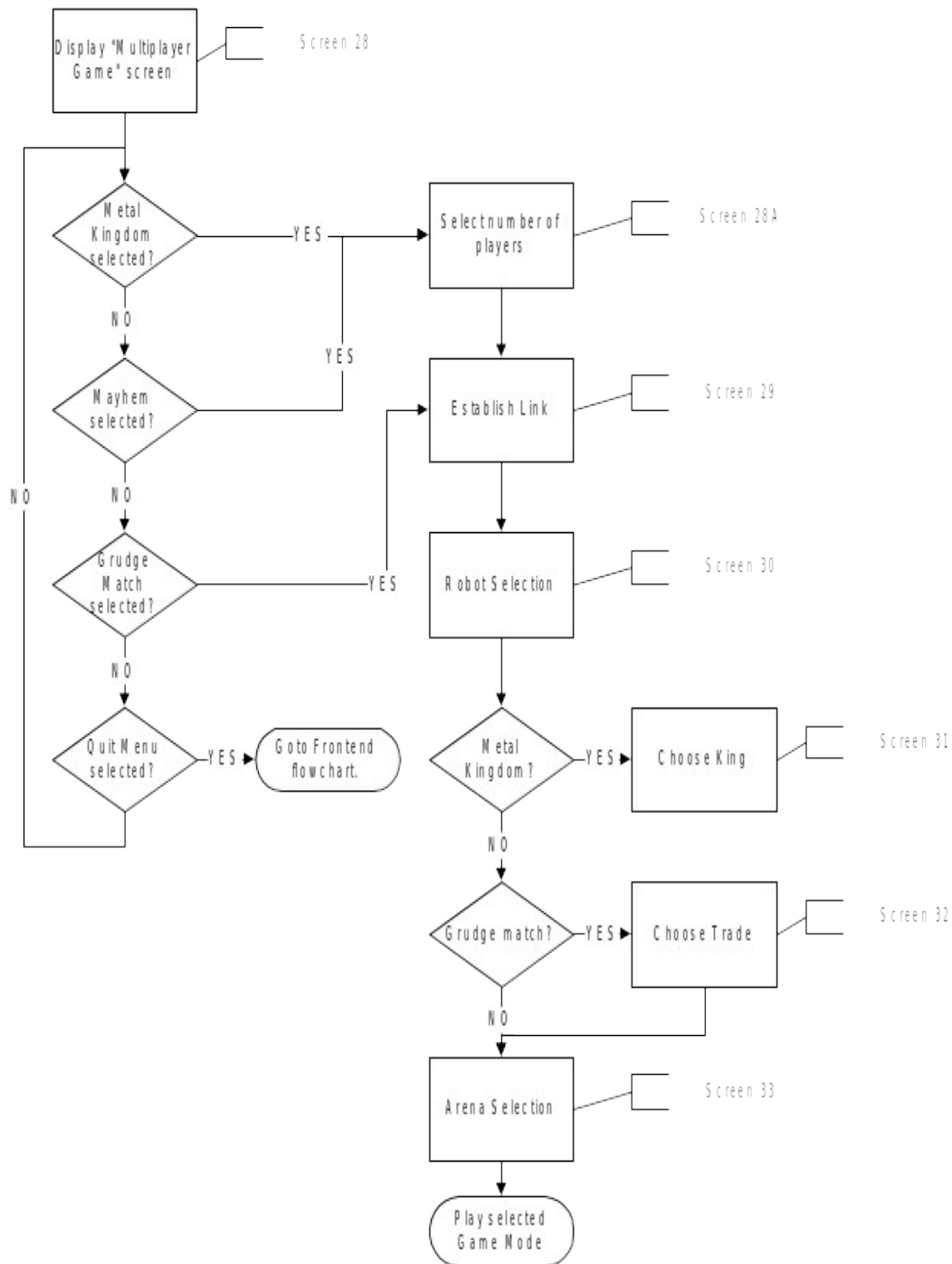
Screen 1



Screen 2



Multiplayer Game Flowchart



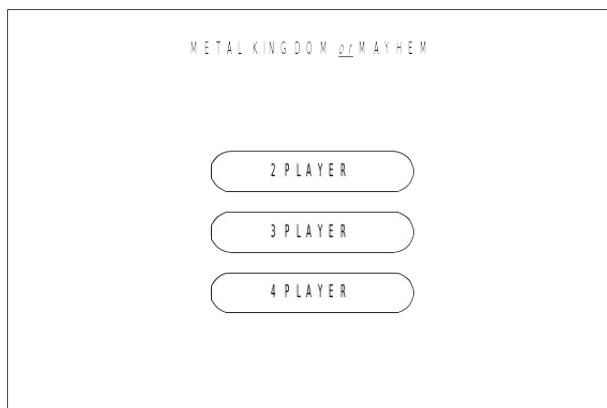
Screen 28 - Multi Player Games

This is the main menu for the multi player games. The game modes that can be selected from this menu are: Metal Kingdom, Mayhem and Grudge Match.



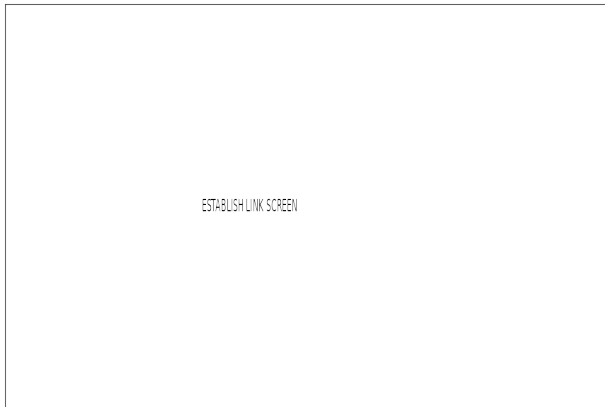
Screen 28A - Number of Players

In Mayhem or Metal Kingdom up to 4 players can enter the battle so it is necessary for the master to know how many other machines to look for, otherwise it won't work.



Screen 29 - Establish Link

Any multiplayer game selected must establish a link with other GBAs in order to initialise the game. While this is happening this screen will be shown.



Screen 30 - Robot Selection

The player must choose which robot they wish to use in whatever mode they are participating. Only in grudge match where both the linked GBAs have a Game Pak inserted will players be able to use their own robots. Other modes force the players to participate with the All-Star robots, although two or more players can have the same robot.



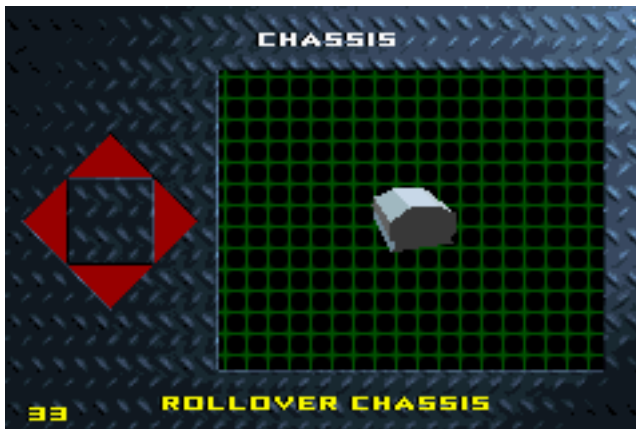
Screen 31 - Select the King

In Metal Kingdom mode one player must be chosen to claim to be the king. Whoever is the king is effectively IT and all the other players must attack them. Only the best will claim the crown.



Screen 32 - Component Gamble

In Grudge Match mode the two players can gamble for one of the secrets from the other player's cartridge. This screen is where they choose the secret that they desire or choose not to gamble at all.

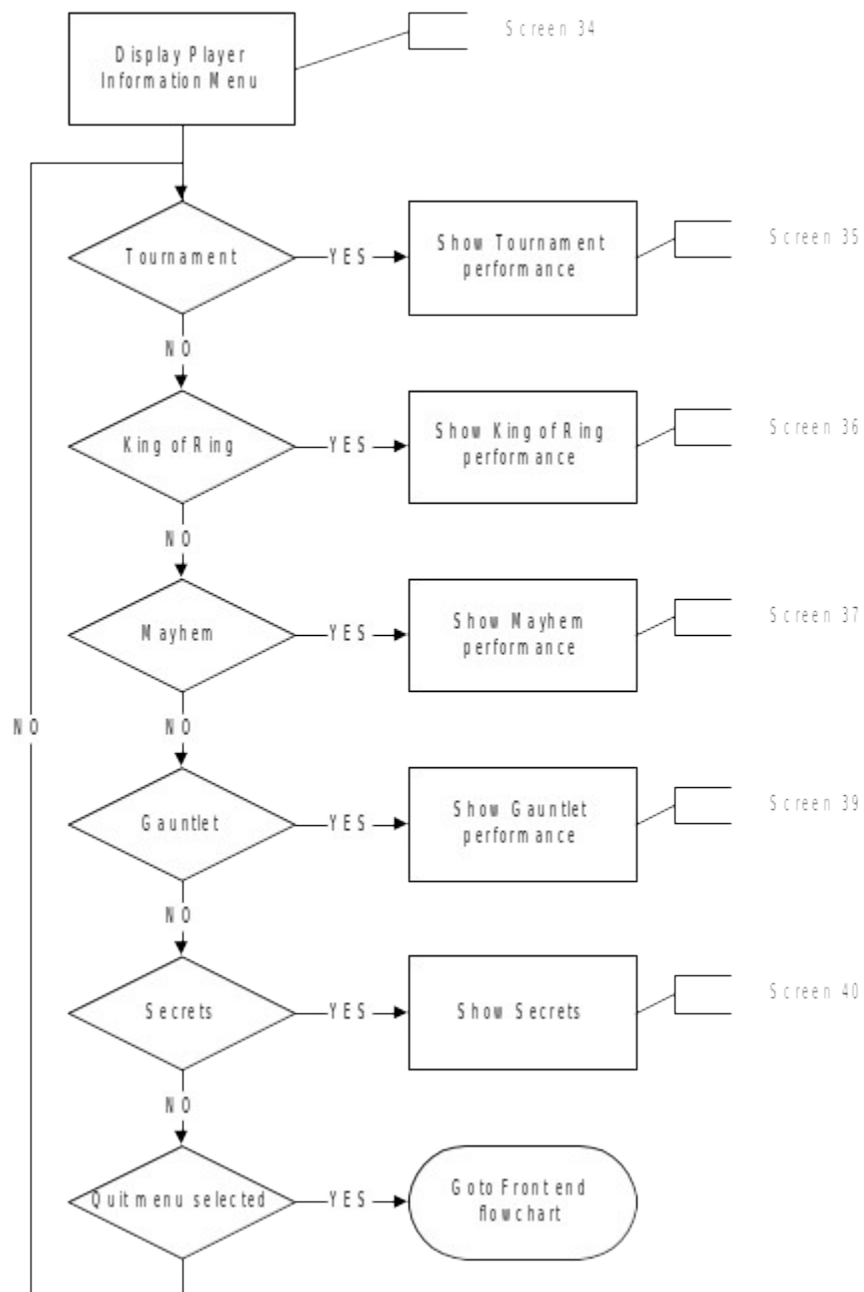


Screen 33 - Arena Selection

In all modes the players can choose to play in any arena that has been unlocked or has been created, should the arena editor be unlocked.

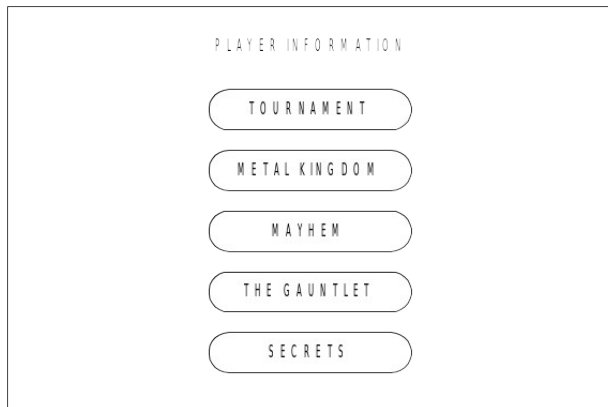


Player Information



Screen 34 - Player Information Menu

From here the player can access all of the statistics on their performance in the different Single Player modes as well as viewing the Secrets that they have discovered and those that they have yet to discover.



Screen 35 - Tournament Performance

This screen shows the player all of their Tournament trophies.



Screen 36 - Metal Kingdom Performance

This screen shows the player their Metal Kingdom trophies.



Screen 37 - Mayhem Performance

This screen shows the player all of their Mayhem trophies.



Screen 38 – SCREEN REMOVED

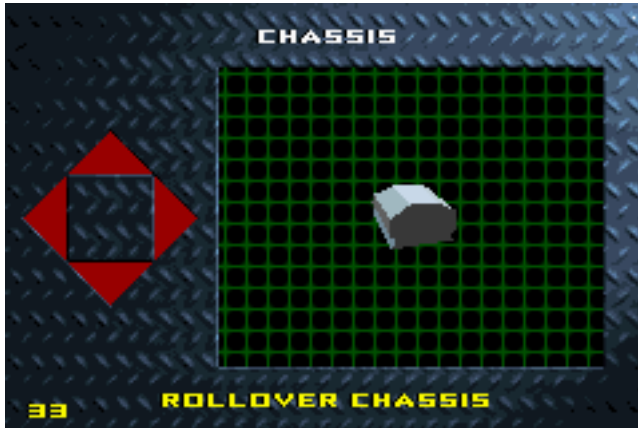
Screen 39 - The Gauntlet (Training mode) Performance

This screen shows the player all of their Gauntlet trophies.

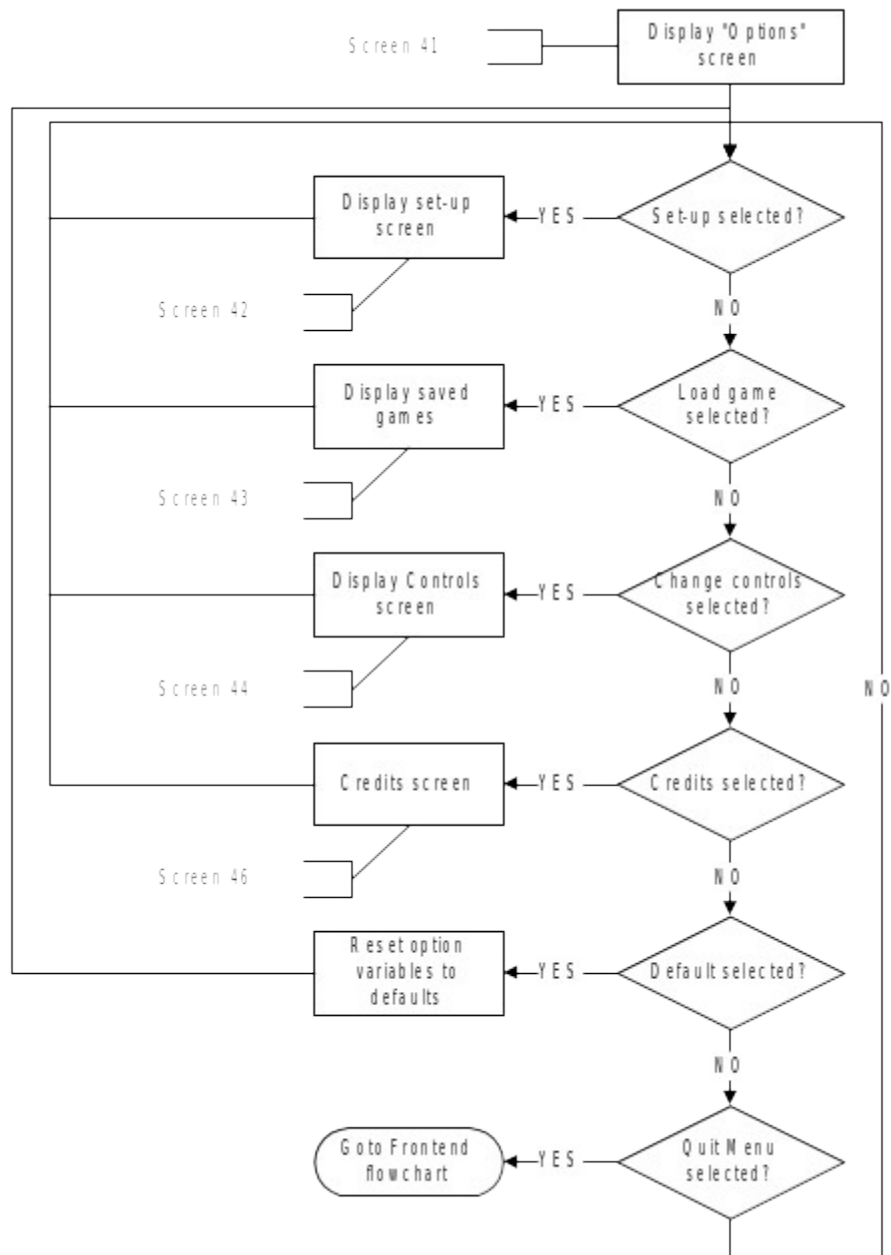


Screen 40 - Secrets

This screen shows all the different secrets that they have unlocked, as well as a padlock for each secret that has yet to be discovered. The player is not told what each of these padlocks represents. As there are so many secret items in the game the whole lot can be navigated in two dimensions: up and down changes between the different categories of item (e.g. chassis, power, weapons, special moves) whilst left and right moves through the items in the category (e.g. medium flipper, heavy saw, x heavy claw).



Options Flowchart



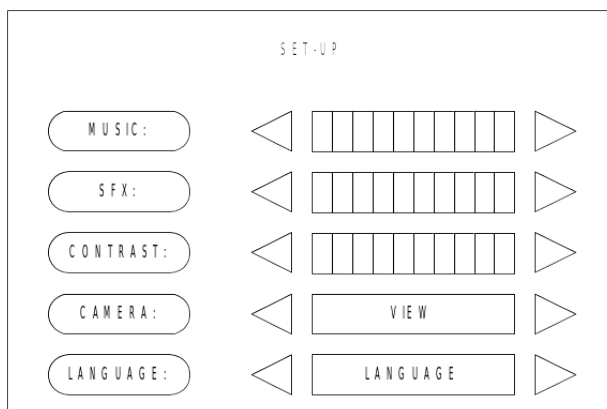
Screen 41 - Options

From here the player can adjust various aspects of the game's attributes. The option to default the options is supplied for any player who has messed around with their options a lot and wishes to reset them for some reason.



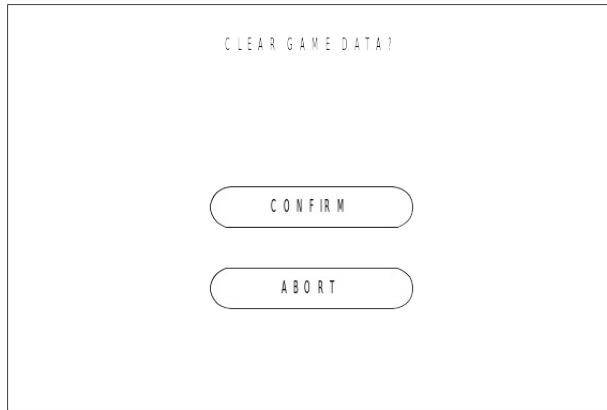
Screen 42 - Set-Up

This screen covers 6 basic option controls: SFX volume, Music volume, Language setting, Image contrast and Camera setting. Using two bars with a 10-point increment each, one for SFX and one for Music, the player can adjust the volume of these two sound sources as well as changing the balance between the two. If the player wishes to change their chosen language then they can adjust it to any of those available. The contrast function works on a bar like the two volume controls and enables the player to brighten or darken the image on their GBA screen. The camera setting allows the player to choose which camera view they want - see Camera section for more details on what will be available.



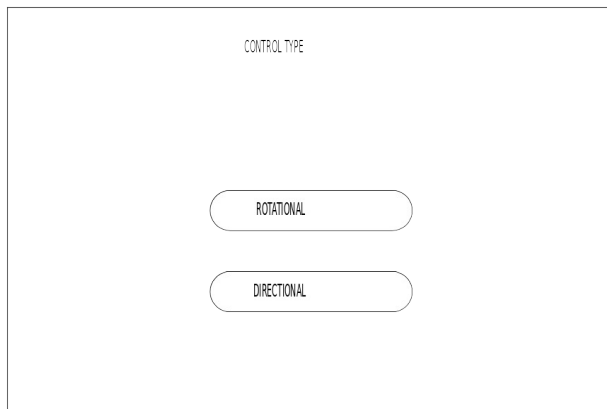
Screen 43 - New Game Query

If the player wishes to abandon their current game and start a new one then they can select NEW GAME from the options. This screen will then appear, confirming with the player that they wish to start a new game from the beginning and lose all that they have fought for.



Screen 44 - Control Configuration

As this might be a relatively involved process if the player chooses to fully customise the controls by assigning functions to whichever buttons they want it is necessary for this option to have its own screen. This whole subject is covered later in the document.



ROTATIONAL

WEAPON 1	CHOSEN BUTTON
WEAPON 2/SRIMECH	CHOSEN BUTTON
SPECIAL 1	CHOSEN BUTTON
SPECIAL 2	CHOSEN BUTTON

DIRECTIONAL

WEAPON 1	CHOSEN BUTTON
WEAPON 2/SRIMECH	CHOSEN BUTTON
SPECIAL 1	CHOSEN BUTTON
SPECIAL 2	CHOSEN BUTTON

Screen 45 - REMOVED DUE TO FUNCTIONALITY ADJUSTMENT

Screen 46 - Credits

This screen shows a complete listing of all the game credits.

CREDITS

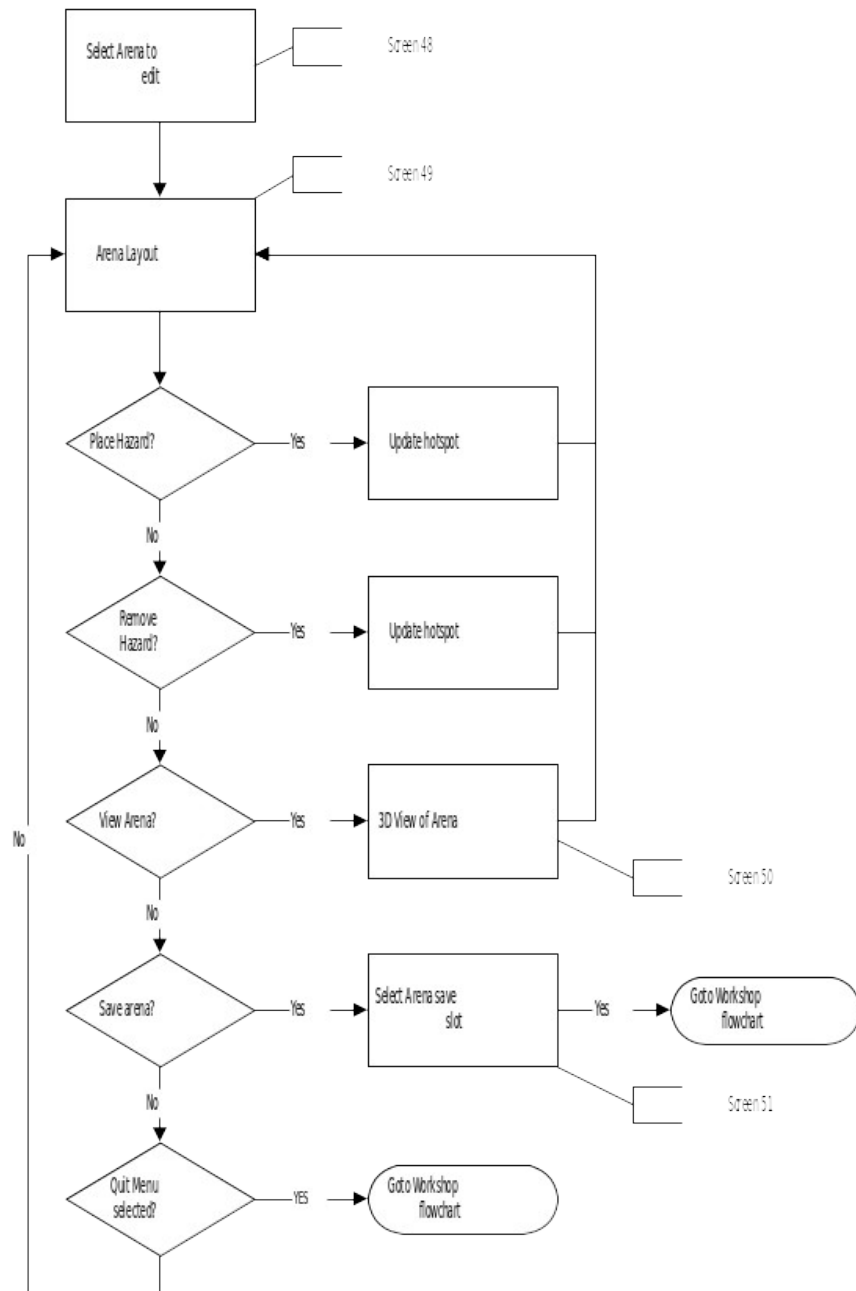
SCROLLING LIST OF ALL THE GAME'S CONTRIBUTORS



Screen 47 - REMOVED



Arena Editor Flowchart



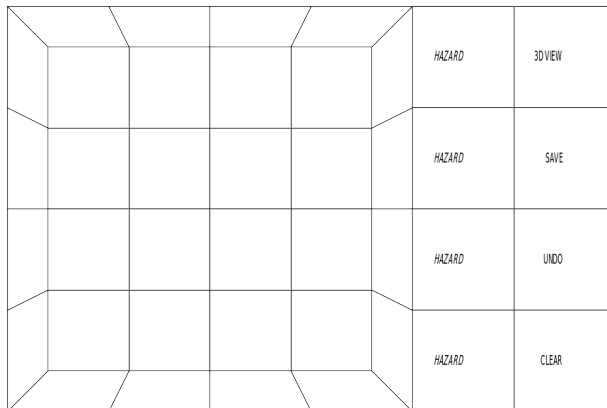
Screen 48 - Select Arena

Each of the different themed arenas will be open to the player by this stage so the player will be able to edit each of them how they choose.



Screen 49 - Arena Layout

Here the player is presented with a 2D representation of the arena that they are to edit. They can place any of the available hazards and remove hazards. They can also save the arena on which they are working.



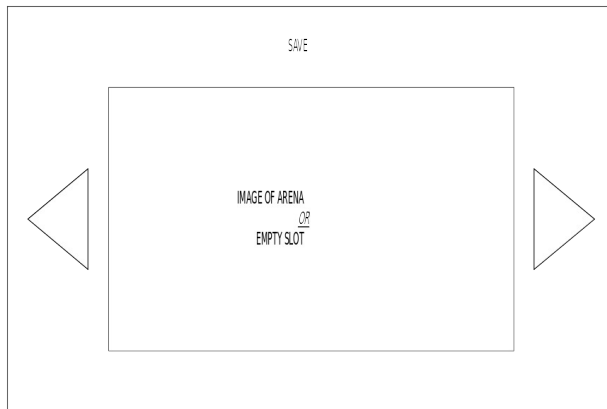
Screen 50 - 3D View

Once an arena is edited the player can view it in all its 3D glory in order to make sure that it's how they envisioned.

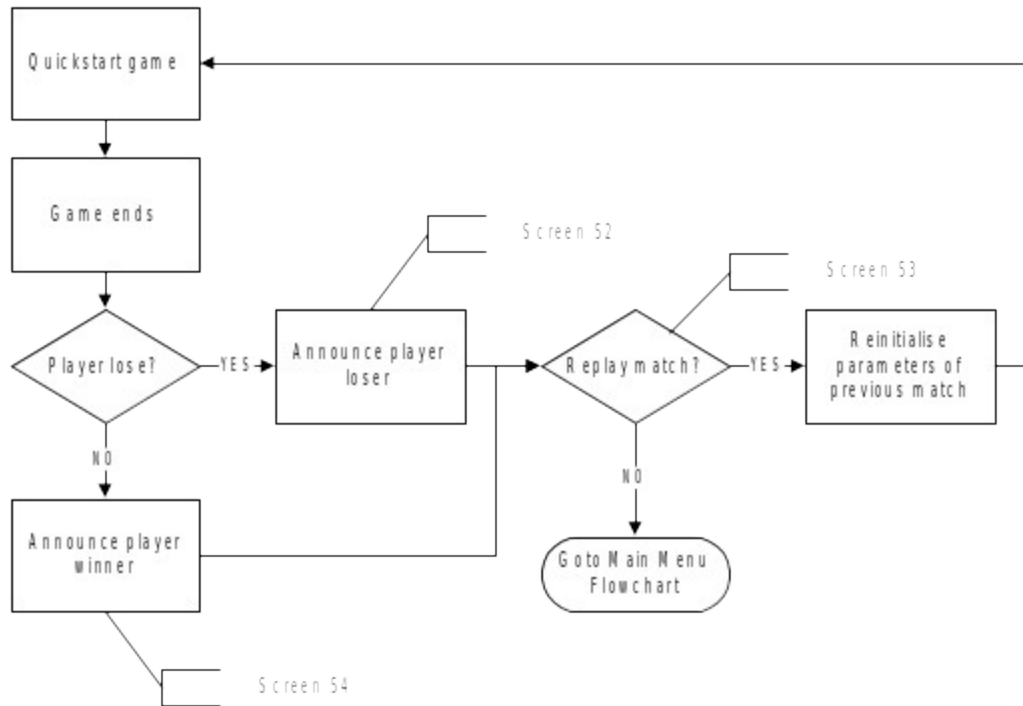


Screen 51 - Save

Once an arena is edited the player can save it in one of 3 save slots (number of slots not yet finalised due to pending data structure research). If the player saves their arena then they will be able to play in it on one of the appropriate game modes.



Quickstart Ends Flowchart



Screen 52 – Announce Player Loser

The player is told that they have lost the match.

Screen 53 – Replay

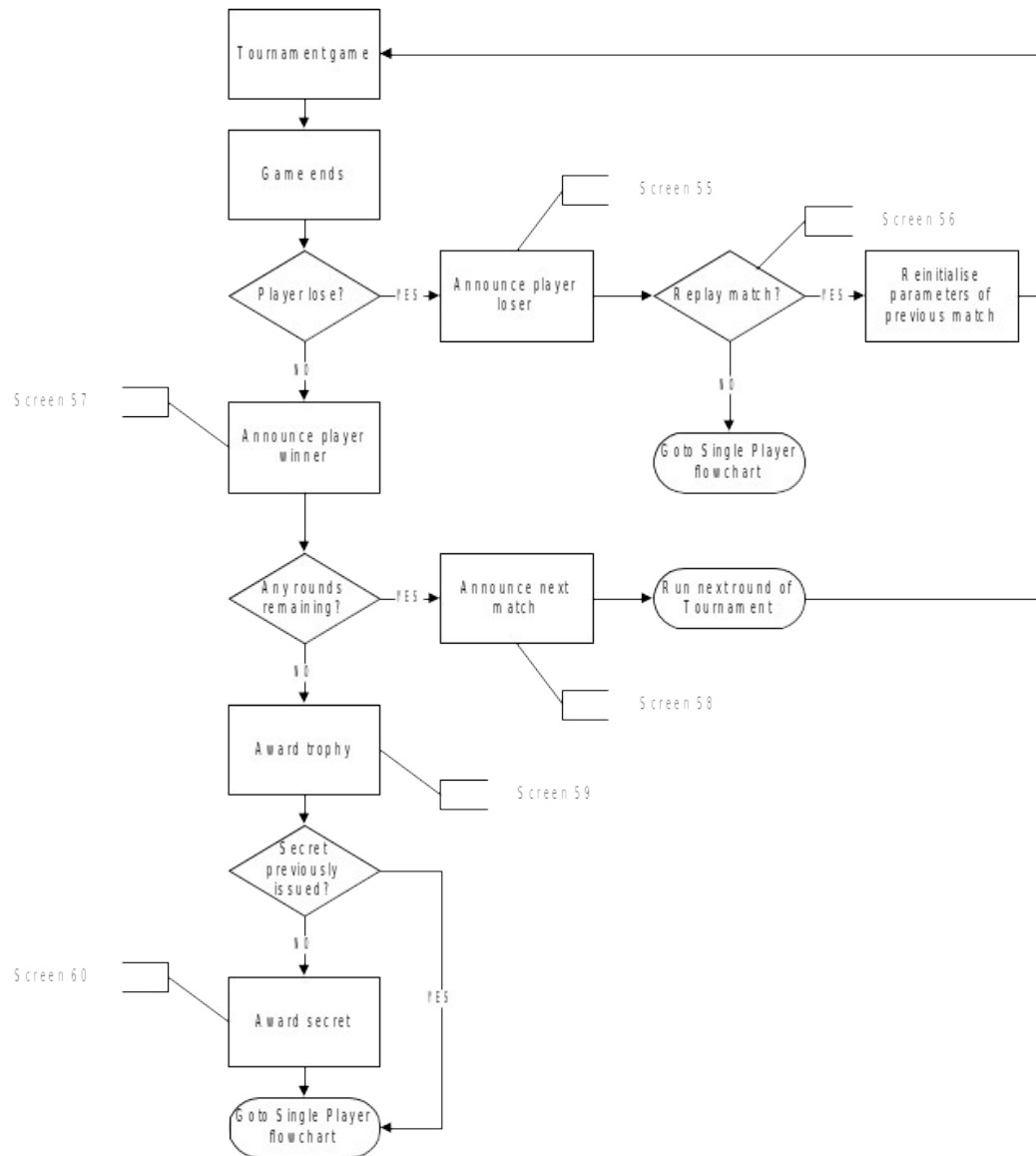
The player is given the option to play the exact same game again.

Screen 54 – Announce Player Winner

The player is told that they have won the match.



Tournament Ends Flowchart



Screen 55 – Announce Player Loser

The player is told that they have lost the match.

Screen 56 – Replay

The player is given the option to play the exact same game again.

Screen 57 – Announce Player Winner

The player is told that they have won the match.

Screen 58 – Announce Next Match

The player is told which robot they are facing next.

Screen 59 – Award Trophy

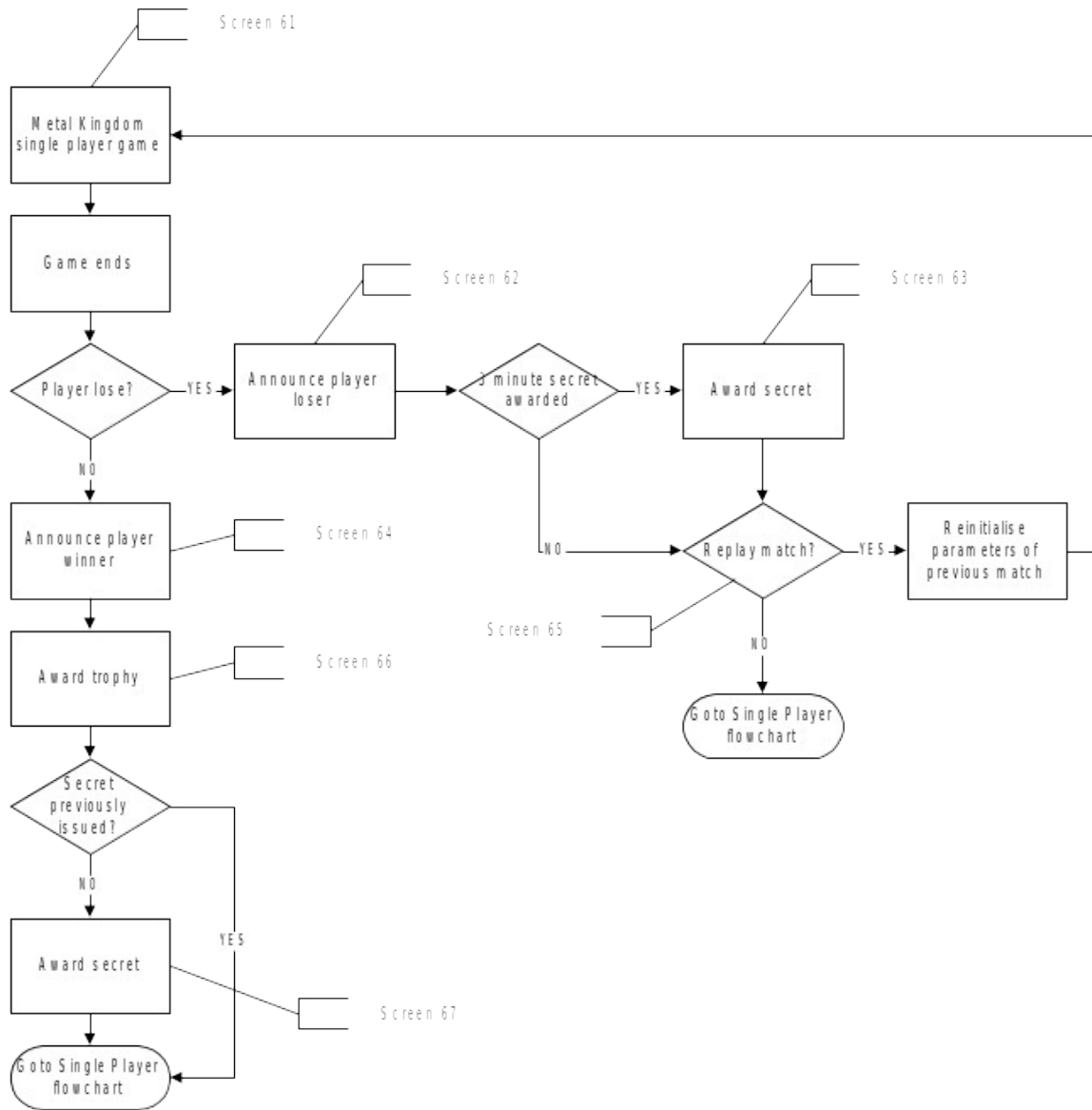
Player is shown their shiny trophy.

Screen 60 – Award Secret

The player is awarded the appropriate secret.



Metal Kingdom Single Player Ends Flowchart



Screen 61 – SCREEN REMOVED

Screen 62 – Announce Player Loser

The player is told that they have lost the match.

Screen 63 – Award Secret

The player is awarded the appropriate secret.

Screen 64 – Announce Player Winner

The player is told that they have won the match.

Screen 65 – Replay

The player is given the option to play the exact same game again.

Screen 66 – Award Trophy

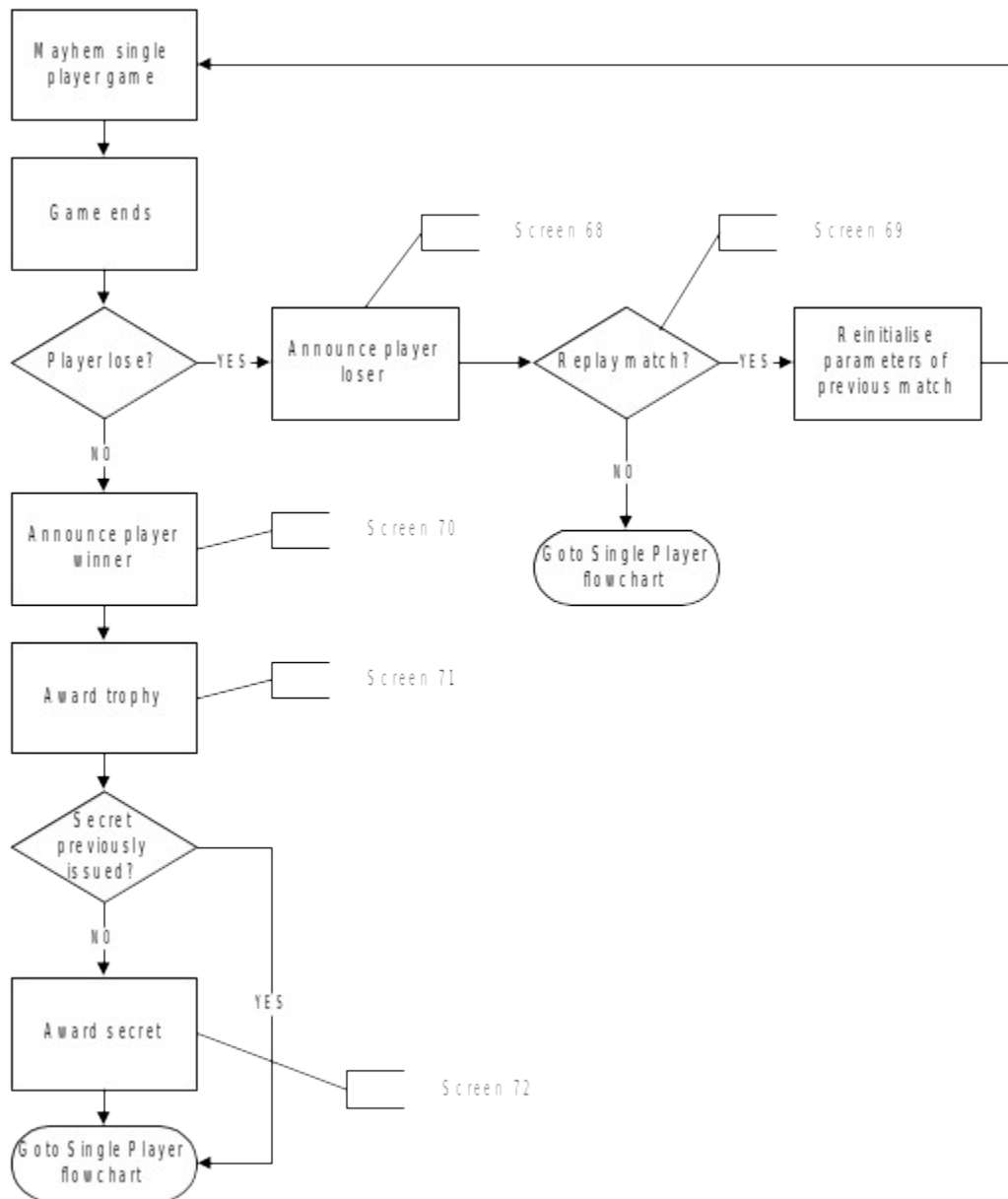
Player is shown their shiny trophy.

Screen 67 – Award Secret

The player is awarded the appropriate secret.



Mayhem Single Player Ends Flowchart



Screen 68 – Announce Player Loser

The player is told that they have lost the match.

Screen 69 – Replay

The player is given the option to play the exact same game again.

Screen 70 – Announce Player Winner

The player is told that they have won the match.

Screen 71 – Award Trophy

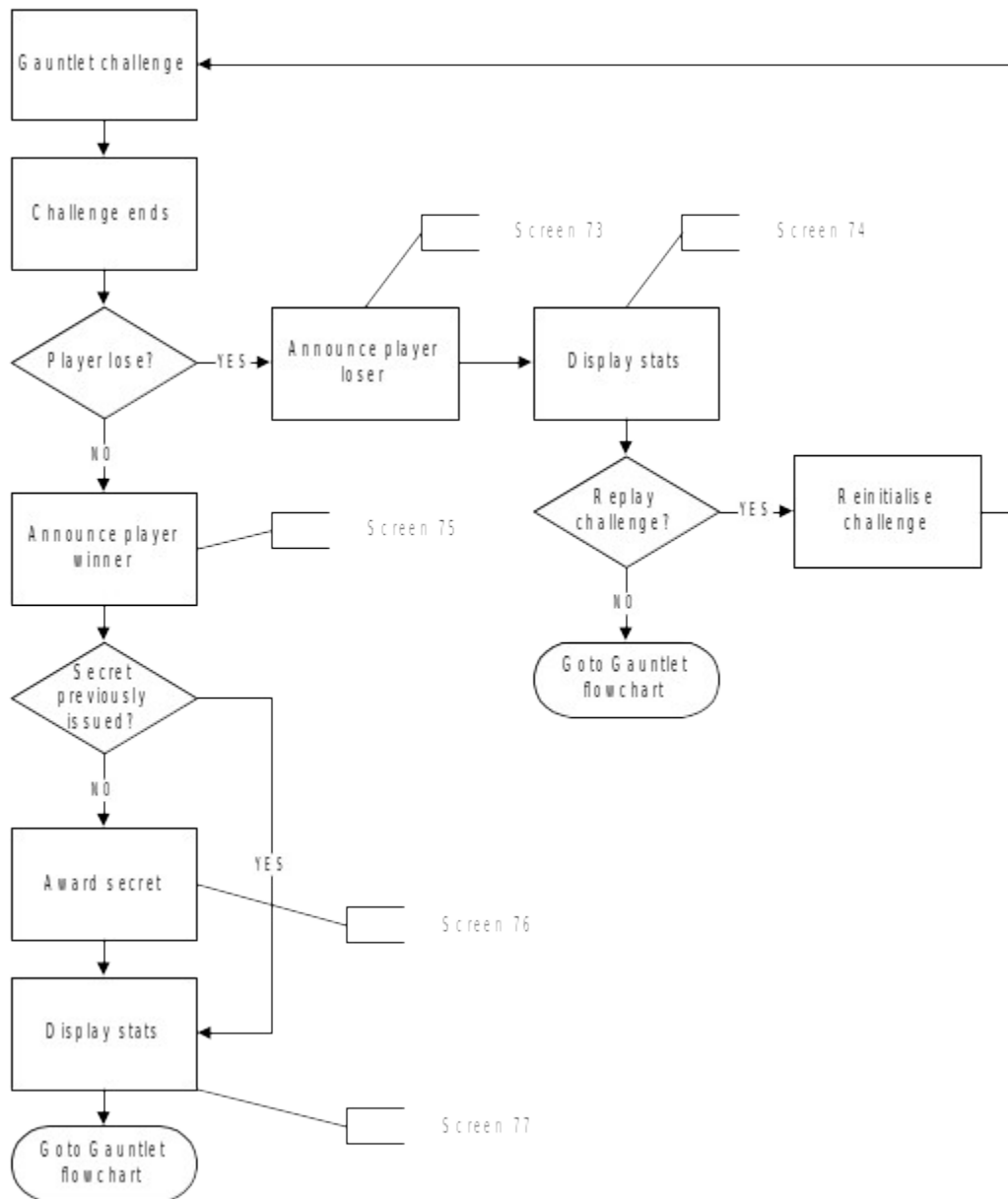
Player is shown their shiny trophy.

Screen 72 – Award Secret

The player is awarded the appropriate secret.



Gauntlet Challenge Ends Flowchart



Screen 73 – Announce Player Loser

The player is told that they have lost the challenge.

Screen 74 – Display Stats

The player is given the stats of their current robot.

Screen 75 – Announce Player Winner

The player is told that they have won the challenge.

Screen 76 – Award Secret

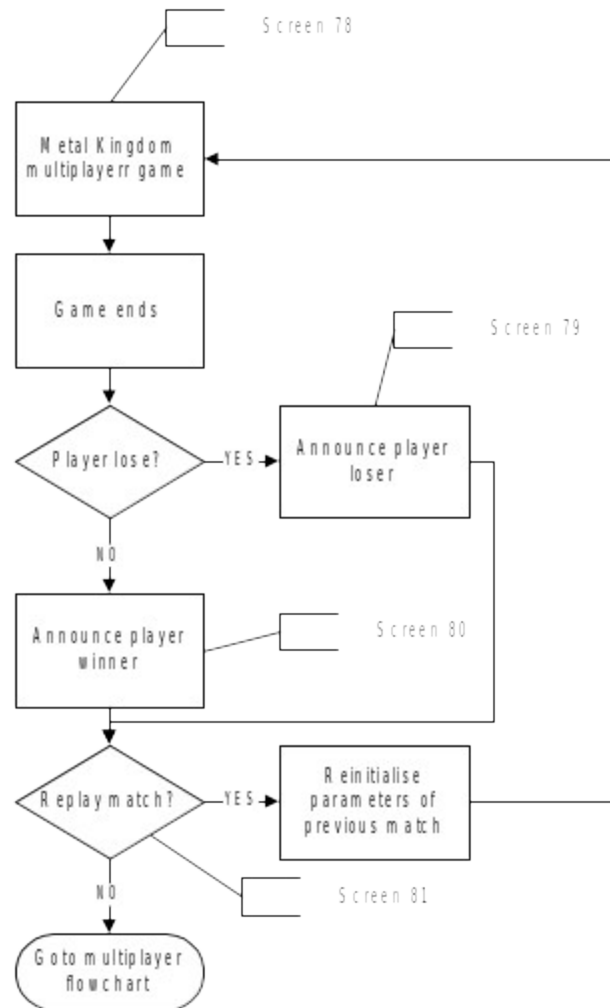
The player is awarded the appropriate secret.

Screen 77 – Display Stats

The player is given the stats of their current robot.



Metal Kingdom Multiplayer Ends Flowchart



Screen 78 – SCREEN REMOVED

Screen 79 – Announce Player Loser

The player is told that they have lost the match.

Screen 80 – Announce Player Winner

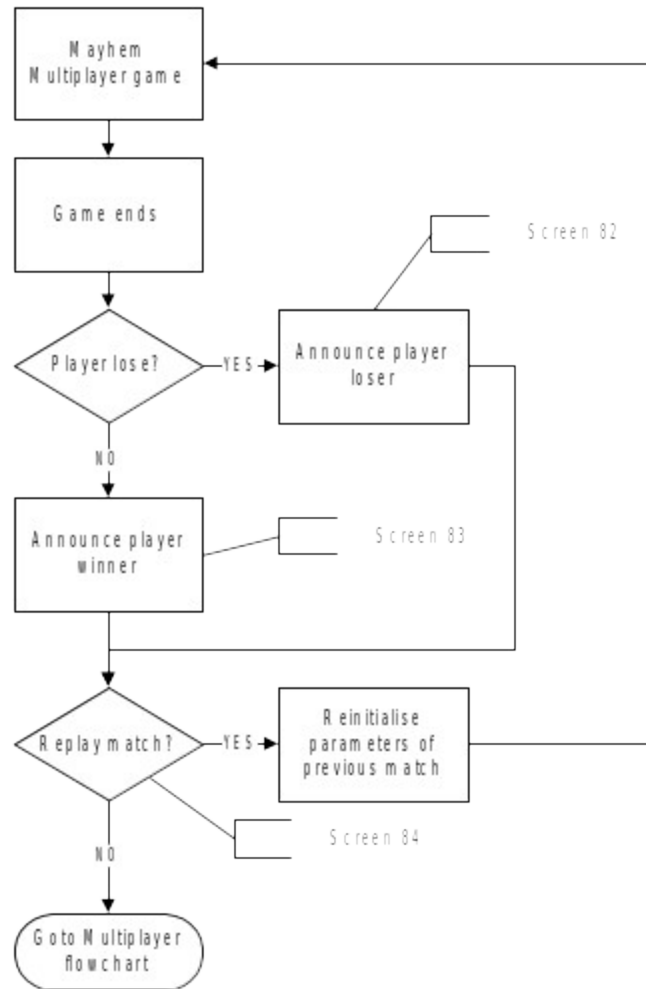
The player is told that they have won the match.

Screen 81 – Replay

The player is given the option to play the exact same game again.



Mayhem Single Player Ends Flowchart



Screen 82 – Announce Player Loser

The player is told that they have lost the match.

Screen 83 – Announce Player Winner

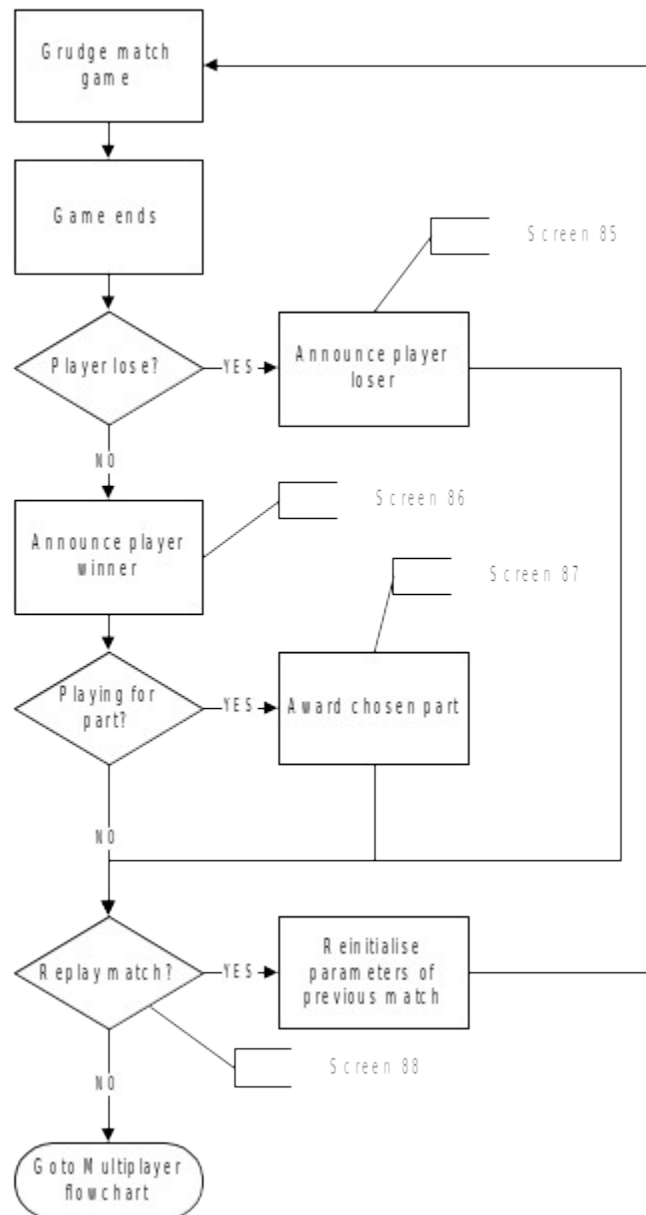
The player is told that they have won the match.

Screen 84 – Replay

The player is given the option to play the exact same game again.



Grudge Match Ends Flowchart



Screen 85 – Announce Player Loser

The player is told that they have lost the match.

Screen 86 – Announce Player Winner

The player is told that they have won the match.

Screen 87 – Award Secret

The player is awarded the appropriate secret.

Screen 88 – Replay

The player is given the option to play the exact same game again.



SAVING

There is no doubt that it is utterly important for this title to have an adequate Saving function, after all robot building is no fun if you can't revel in your previous accomplishments. This game will come with a battery back-up RAM cartridge so, although only having the capacity for one save game, we have plenty of scope to let the player save their game as they wish. The following headings cover every aspect of what can be saved and how it's done.

Language

When the player chooses their language on initialisation the setting will be saved and the player will not be queried about which language they wish ever again. However, should they wish to change the language setting for whatever reason they will be able to through the 'Options Menu'. When a player does this the game is instantly presented in that language and that language is then taken as the desired language.

Games

Sadly, due to technical limitations only one game will be stored per Game-Pak. However, this single save game will still give every owner of the game enough scope to play around with the fundamentals of the game. If the player wishes to reset the game data on their Game-Pak they can only do so through the Options Menu.

Game Modes

Accomplishments in the various game modes will be saved to the Game Pak automatically so that the player can never succeed in something and then turn off the machine without saving. So when a player completes Tournament at Bronze level, for example, and Silver level is opened to them this will be automatically saved so upon loading that saved game again Silver level Tournament will be open to the player. Also, if the player is halfway through a tournament and must put the game down for some reason they can save midway through the said tournament and return to it at a later time.

Robots

The player will be able to have up to five custom robots stored. The robots will be saved along with their name and the player will be able to access any of them in the appropriate sections of the game. If the player runs out of robot slots they will be able to overwrite one with a new robot.

Arenas

Up to three custom arenas can be saved per save game slot. These arenas will not be named but will be identified as Custom Arena 1, Custom Arena 2 and Custom Arena 3. The player can overwrite any previously saved arena with a new one should they wish.



Secrets

Whenever a secret is unlocked or won (in Grudge Match) its inclusion in the Secrets will be automatically saved to the cartridge. That secret will then be available to the player whenever it is appropriate.

Player Information

Player information will be constantly updated so that a totally fair and accurate record of the player's performance will be kept.



DIFFICULTY

The difficulty setting has been designed to help players find their way through the game and learn all that it has to offer at a challenging yet comfortable pace. After all, not every player is the same; some have been playing since computer games first appeared and others just started yesterday, for some this may be the first ever game they play. But regardless of experience every player will get the most out of any game if they are not allowed to catapult themselves into its action at a ridiculous level. In line with this the three difficulty levels are not all open from the outset of the game. The difficulty levels will be designed to tease the player through the game from the first time they pick it up to the point where they have found everything, done everything and smashed it all to pieces doing it.

The following is an outline of each of the difficulty levels and what the player should expect from each setting:

Bronze (Easy)

This is the first difficulty setting available to the player to play through. The computer robots will be dumb with low aggression levels and their moves will be cumbersome and poorly devised.

Silver (Medium)

This is only available to the player when they have completed that game mode at Bronze difficulty. Although obviously thoughtful in their approach the computer-controlled robots will have some difficulty in reacting to their situations with any level of speed, leaving them vulnerable to well practiced players.

Gold (Hard)

This is only available to the player when they have completed that game mode at Silver difficulty. At this level the computer controlled robots will be both wise and quick in their actions and reactions, making them a match for the best players.

It should be noted at this point that the House Robots will not have any adjustments made to their AI between the three different difficulty levels, their powers of perception and reaction will be constant no matter what the difficulty grading is. This lack of AI balancing is naturally countered by the fact that House Robots operate under very strict limitations on when they can and can't attack.

As players improve in skill and progress through the game they will not have to solely rely on their newfound skills as the equipment that they have available to them will also increase in prowess. The constant increments of ability and challenge will tease players through the full game until they reach the ultimate goal of completing every game mode and building the Gold Robot and beating another player with a Gold Robot.

The default setting is Bronze (Easy).



GAME MODES

Single Player

Robot Wars will comprise of several different gaming modes for single player. The player will be rewarded for every successful bout they win and for every game mode they complete on every difficulty level (Bronze, Silver & Gold). To unlock everything the player must complete every single-player game mode on every skill level! However, they cannot unlock everything unless they link-up and challenge another Robot Wars player in a Grudge Match, which is a multiplayer game mode (see following section). Players will know that they haven't got everything because the Secrets screen will not be full and one or more question marks will remain. Whenever a secret is unlocked the player will be notified straight away with a spinning graphic of the part unlocked. The game modes are as follows:

Quickstart

This is a one off inconsequential bout in which the player takes on a random All-Star robot: only really intended as an exhibition mode or for those that need a quick fix.

Tournament

This mode is a Tournament based one with multiple rounds where the player must beat progressively harder and harder opponents in order to reach the final and take the trophy.

Metal Kingdom

The player is required to enter the arena with three other robots all of which want to smash the player to pieces. The player is rewarded with a Secret after 3 minutes and 6 minutes when the bout ends.

Mayhem

The player faces three computer-controlled opponents but in this mode they are not all gunning for the player. Instead the player and the other robots are all aiming to win the match through any means necessary.

The Gauntlet (Training mode)

Set in an underground car park this mode is used to teach the player how to control their robot through any situation.



Multiplayer Game Modes

Multiplayer will comprise of several different gaming modes. Although Multiplayer is primarily intended as a battleground for players who wish to take chunks out of their friends defeating them in Grudge Match is the only way that a player will be able to gain all of the game's many items. Players will know that they haven't got everything because the Secrets screen will not be full and one or more question marks will remain. Whenever a secret is unlocked the player will be notified straight away with a spinning graphic of the part unlocked. The Multiplayer game modes are as follows:

Metal Kingdom

This is a multi Game-Pak multi-player event. This game mode requires the player seeking to be the winner to stay in the ring and stay alive for as long as possible while being shunted around and smashed up by one to three robots other players.

Mayhem

This is a multi Game-Pak multi-player event. Up to 4 All-Star robots can be thrown into any arena to fight until there is only one robot left; the last robot standing is the winner.

Grudge Match

This is where players can challenge each other using the game's multi-Game Pak and Link-Cable support for the chance to win a secret item from their opponent.



ROBOT BUILDING

Robot Wars is all about building robots so it is vital that this area of the game does justice to the whole concept of the show. Although it is impossible to simulate the art of the material construction of robots such as the drilling, screwing and welding involved, it is possible to represent the thought that is required in building these robots.

Gold Component Seeding

Before starting to build a robot the game must decide what Gold Parts will be on offer to the player. This is done at random so that every player doesn't get awarded the same Gold Parts, something that would make the game impossible to complete. With different players having different Gold Parts available on their Game Pak they will be able to play Grudge Match for their missing Gold Part.

Robot Workshop

There will be a large range of components on offer for players to create or enhance their robots with but the task is to find them all. To do this the player will have to tackle the different game modes, Single and Multi-Player, and challenge friends in Grudge mode. There will be a number of ultra secret Gold Parts that will fit together to create a Gold Robot – these parts will be difficult to find and win but are quite literally worth their weight in gold.

Each of the components can be grouped into one of five different categories and each component has a number of statistics attached to them. These statistics are combined as a robot is built to provide an overall picture of what the robot will be like – how big it is; how fast or slow it is; how many weapons it can carry and how effective the weapons are; how tough it is; and how reliably it runs. Of course there will be an onscreen 3D model showing the player's robot as it builds up to the final fighting machine.

Robot building is a complex and involved procedure, which we cannot possibly expect the player to understand to the degree of the Roboteers on Robot Wars. If it were that simple then there wouldn't be any fans, just competitors. Although it is tempting to give the player free reign over the construction of their robot this wouldn't be advantageous from a game-play point of view as players might build robots that are absolutely no fun to play with. This would not inspire them to continue playing the game.

To avoid the robot building in the game being a shallow impersonation of building a robot the player will make choices about what components their robot carries but these choices will be limited by reason to prevent the player from building something that is only useful as a doorstop. Building a robot will be presented as a series of selections covering the following areas of the robot's design:

1. Chassis (formerly Shape)
2. Power (formerly Propulsion)
3. Traction (formerly Drive System)



4. Armour
5. Weaponry

As soon as the player makes a choice it for one section it will instantly narrow the number of options for the following category. This system is designed to streamline the construction process and prevent players from being overwhelmed by options. What follows is a description of what each of the headings in the above list covers and how it will affect the finished robot.

Chassis (formerly Shape)

The chassis of robot that the player chooses is of huge importance for their overall plan for the robot as different chassis preclude different weapons. The chassis available are as follows:

GRADE	CHASSIS	SRIMECH REQUIRED?	WEIGHT
1	Plough	Yes	26
1	Wedge	Yes	27
1	Block (formerly Rectangle)	No: Invertible	28
2	Rollover	No: Eskimo rolls	29
GOLD	Gold	No: Can't be flipped	17

Each of these chassis types has different pros and cons associated with it. Choosing a rollover chassis will mean that a robot doesn't need any powered Srimech system but the player will not be able to attach a flipper weapon to a robot with a rollover chassis. The basic pros and cons of each body chassis will be told to the player as they highlight each one.

Power (formerly Propulsion)

A robot is nothing without mobility and the power system for the wheels provides that power to move. Power systems come in various forms ranging from high power motors fed through gearing to give a robot heavyweight drive power to light weight motors for robots that prefer to use their weight limit on other parts of their system. Apart from the motors that come in various sizes from puny 500 Watt units to the much more substantial 800 Watt powerhouses the power system requires battery power of some kind and this is factored into the weight of every power system.

The following tables show the 17 different combinations of battery, motor and gearbox that will be featured in the game.

1

GRADE:	1
NAME:	500W, 12V
WEIGHT RATING:	15 kg
POWER:	1
TORQUE:	1
HIT POINTS:	5

2

GRADE:	1
NAME:	500W, 24V
WEIGHT RATING:	16.5 kg
POWER:	2



TORQUE:	1
HIT POINTS:	6

3

GRADE:	1
NAME:	500W, 36V
WEIGHT RATING:	18 kg
POWER:	2
TORQUE:	2
HIT POINTS:	7

4

GRADE:	1
NAME:	500W, 48V
WEIGHT RATING:	19.5 kg
POWER:	3
TORQUE:	2
HIT POINTS:	8

5

GRADE:	2
NAME:	650W, 12V
WEIGHT RATING:	17.5
POWER:	3
TORQUE:	2
HIT POINTS:	9

6

GRADE:	2
NAME:	650W, 24V
WEIGHT RATING:	20.5 kg
POWER:	4
TORQUE:	3
HIT POINTS:	10

7

GRADE:	2
NAME:	650W, 36V
WEIGHT RATING:	22 kg
POWER:	4
TORQUE:	4
HIT POINTS:	11

8

GRADE:	2
NAME:	650W, 48V
WEIGHT RATING:	25 kg
POWER:	5
TORQUE:	5
HIT POINTS:	12

9

GRADE:	3
NAME:	750W, 12V
WEIGHT RATING:	23 kg
POWER:	5
TORQUE:	5
HIT POINTS:	13

10

GRADE:	3
NAME:	750W, 24V
WEIGHT RATING:	26 kg



POWER:	6
TORQUE:	6
HIT POINTS:	14

11

GRADE:	3
NAME:	750W, 36V
WEIGHT RATING:	27.5 kg
POWER:	7
TORQUE:	6
HIT POINTS:	15

12

GRADE:	3
NAME:	750W, 48V
WEIGHT RATING:	30.5 kg
POWER:	8
TORQUE:	7
HIT POINTS:	16

13

GRADE:	4
NAME:	800W, 12V
WEIGHT RATING:	28.5 kg
POWER:	8
TORQUE:	7
HIT POINTS:	17

14

GRADE:	4
NAME:	800W, 24V
WEIGHT RATING:	31.5 kg
POWER:	9
TORQUE:	8
HIT POINTS:	18

15

GRADE:	4
NAME:	800W, 36V
WEIGHT RATING:	34 kg
POWER:	9
TORQUE:	9
HIT POINTS:	19

16

GRADE:	4
NAME:	800W, 48V
WEIGHT RATING:	37 kg
POWER:	10
TORQUE:	10
HIT POINTS:	20

GOLD

GRADE:	GOLD POWER UNIT
NAME:	GOLD
WEIGHT:	17 kg
POWER:	10
TORQUE:	10
HIT POINTS:	20

The following table provides all the above numerical information in an easy to compare form.



NUMBER	GRADE	POWER	TORQUE	WEIGHT (KG)	HIT POINTS
1	1	1	1	15	5
2	1	2	1	16.5	6
3	1	2	2	18	7
4	1	3	2	19.5	8
5	2	3	2	17.5	9
6	2	4	3	20.5	10
7	2	4	4	22	11
8	2	5	5	25	12
9	3	5	5	23	13
10	3	6	6	26	14
11	3	7	6	27.5	15
12	3	8	7	30.5	16
13	4	8	7	28.5	17
14	4	9	8	31.5	18
15	4	9	9	34	19
16	4	10	10	37	20
GOLD	GOLD	10	10	17	20

Traction (formerly Drive System)

Traction Systems are all important in robot wars as they supply the mechanism for getting the motive power of the Power system to the floor of the arena. In essence there are two major types of Drive System, caterpillar tracks and wheels. Caterpillar tracks have several problems associated with them in terms of reliability but they offer a huge amount of grip and give the player the chance to go over things as well as around them. Robots with wheels on the other hand are more reliable but lack the up and over versatility of tracks, plus that they have a much smaller footprint and therefore lack the traction of tracks. The Traction Systems, including the supreme gold graded hovercraft unit, are available as follows:

GRADE	TRACTION	CLEARANCE (cm)	HIT POINTS	WEIGHT (kg)
1	2 Wheels	4	10	9.5
1	4 Wheels	2	8	11
2	Tracks	6	12	21
3	6 Wheels	1	6	8
GOLD	Hovercraft	0	12	7

Armour

Several different materials can be used to armour a robot, each of which comes in the form of plating on the robot. Different armours weigh different amounts and offer different levels of protection for a robot before failing and leaving the core workings of the robot exposed to attack. The materials available to the player to protect their robot with and their strength are as follows:

GRADE	ARMOUR	HIT POINTS
1	Fur	5
1	Plastic	10
1	Fibreglass	15
1	Wood	20



2	Aluminium	25
2	Titanium	30
3	Perspex	35
3	Polycarbonate	40
4	Kevlar	45
4	Steel	50
GOLD	Alchemium	50

The following table describes the weight of each type of armour when applied to the different shaped chassis in the game.

ARMOUR	WEIGHT (kg)					
	PLOUGH	WEDGE	BLOCK	ROLLOVE R	GOLD	
	Fur	5	5.5	6	6.5	7
	Plastic	10	11	12	13	14
	Fibreglass	15	16.5	18	19.5	21
	Wood	20	22	24	26	28
	Aluminium	20	22	24	26	28
	Titanium	20	22	24	26	28
	Perspex	10	11	12	13	14
	Polycarbonat e	15	16.5	18	19.5	21
	Kevlar	10	11	12	13	14
	Steel	20	22	24	26	28
	Alchemium	5	5.5	6	6.5	7

The better, i.e. light yet tough, armours will not be available until later in the game, thus restricting players to the question of whether to use up precious weight allocation with strong armour in their early stages of the game. The player earns better types of armour in the same way as any of the other secret items (i.e. tasks are completed by the player and they are rewarded, perhaps with a new armour type). As with all secrets that are issued the player's attention will be drawn to the new item as soon as it is won.

Weaponry

At the end of the day Robot Wars fans are mostly interested in the destructive power of the robots. We all want to see robots literally ripping chunks out of each other. The last choice to be made by the player in terms of their robot's design will be the arsenal that their robot carries. By this stage in the selection process the weapons available will be narrowed by two things, the chassis of the robot and how much of the weight allowance remains available.

The table below shows the weapons that will be available and to which robot chassis they can be attached.

WEAPON	WEDGE	PLOUGH	BLOCK	ROLLOVER
Flipper	Y	Y		
Axe		Y		Y
Lance (formerly described as:		Y	Y	Y



Spike (forward propelled lance))				
Drill			Y	Y
Spikes (formerly described as: Static ramming spikes)			Y	Y
Claw	Y	Y		
Saw (formerly described as: Circular saw)	Y	Y	Y	Y
Pincers (formerly described as: Mandibles)			Y	Y
Disc (formerly described as: Inertia disc)			Y	
Grimech	Y	Y		

The following set of tables show how each of these weapons has four versions, each of which have different performance characteristics because not every weapon of a type is the same. There are normal circular saws and then there is the diamond edged blade used by Pussycat. So the player will be rewarded with improved version of weapons that they may have already used. The first table is a template with an explanation of each of the fields in the table.

WEAPON NAME						
QUALITY GRADE	ATTACK SPEED	RESET SPEED	POWER	WEIGHT	HIT POINTS	PREFIX
Each weapon comes in four grades. 1 being the puniest and 4 being the heavyweight.	This is the speed at which a weapon strikes when activated.	How quickly the weapon resets to its primed position after being used.	This, along with the opponents armour, determines the damage done.	The weight that the weapon contributes to the robot.	This determines the chance that the weapon will malfunction or fail.	The player can have all four grades of a weapon available, this gives a name to each

FLIPPER						
QUALITY GRADE	ATTACK SPEED	RESET SPEED	POWER	WEIGHT	HIT POINTS	PREFIX
1	2	4	3	16	7	LIGHT
2	4.5	6	5	19	7.5	MEDIUM
3	7	8	7	25	8	HEAVY
4	8	10	8	28.5	8.5	X HEAVY

AXE						
QUALITY GRADE	ATTACK SPEED	RESET SPEED	POWER	WEIGHT	HIT POINTS	PREFIX
1	6	3	4	8.5	4	LIGHT
2	7	4	5	12.5	4	MEDIUM
3	8	5	6	17	4	HEAVY
4	9	6	7	22	4	X HEAVY



LANCE						
QUALITY GRADE	ATTACK SPEED	RESET SPEED	POWER	WEIGHT	HIT POINTS	PREFIX
1	2	4	3	8	6	LIGHT
2	3	5	4	10	6.5	MEDIUM
3	4.5	6	5	12.5	7	HEAVY
4	6	7	6	16	7.5	X HEAVY

DRILL						
QUALITY GRADE	ATTACK SPEED	RESET SPEED	POWER	WEIGHT	HIT POINTS	PREFIX
1	1	2	1	10.5	7	LIGHT
2	2	4	3	13.5	8	MEDIUM
3	4	5	4	17	9	HEAVY
4	5	7	6	20	10	X HEAVY

SPIKES						
QUALITY GRADE	ATTACK SPEED	RESET SPEED	POWER	WEIGHT	HIT POINTS	PREFIX
1	1	2	1	2.5	10	LIGHT
2	1.5	3	2	5.5	10	MEDIUM
3	2	4	3	8	10	HEAVY
4	4	5	4	11	10	X HEAVY

CLAW						
QUALITY GRADE	ATTACK SPEED	RESET SPEED	POWER	WEIGHT	HIT POINTS	PREFIX
1	4	8	6	25.5	9	LIGHT
2	6	9	7	28	9	MEDIUM
3	8	10	8	31	8	HEAVY
4	10	9	10	36.5	8	X HEAVY

SAW						
QUALITY GRADE	ATTACK SPEED	RESET SPEED	POWER	WEIGHT	HIT POINTS	PREFIX
1	3	6	5	10	6	LIGHT
2	5	7	6	14	6	MEDIUM
3	7	8	7	17	6	HEAVY
4	9	7	9	22	6	X HEAVY

PINCERS						
QUALITY GRADE	ATTACK SPEED	RESET SPEED	POWER	WEIGHT	HIT POINTS	PREFIX
1	3	6	5	12.5	10	LIGHT
2	5	7	6	15.5	9	MEDIUM
3	7	8	7	18.5	8	HEAVY
4	9	7	9	24.5	7	X HEAVY

DISC						
QUALITY GRADE	ATTACK SPEED	RESET SPEED	POWER	WEIGHT	HIT POINTS	PREFIX
1	4	2	6	18.5	8	LIGHT
2	6	3	7	22	7	MEDIUM
3	8	4	8	26	6	HEAVY
4	10	5	10	32.5	5	X HEAVY

SRIMECH						
QUALITY GRADE	ATTACK SPEED	RESET SPEED	POWER	WEIGHT	HIT POINTS	PREFIX
1	4	5	4	11.5	10	LIGHT
2	6	7	6	14.5	10	MEDIUM
3	9	7	9	20.5	9	HEAVY
4	10	9	10	24	9	X HEAVY



The weapons are balanced against each other to ensure that each type of weapon is fairly represented and no weapon dominates in terms of statistics - how boring would Robot Wars be if everyone used the same weapon? It is the diversity of weaponry in the classic robots that make the show - the flipper of Chaos II, Pussycat's evil blade and the violence of Hypno-Disc's inertia weapon.

The following two weapons are the Gold Weapons and are special not just in terms of their aggression but also their functionality.

GRAB CLAW						
QUALITY GRADE	ATTACK SPEED	RESET SPEED	POWER	WEIGHT	HIT POINTS	PREFIX
GOLD	9	9	10	18.5	10	GOLD
NOTES:						
This weapon has three stages to its operation, each of which is operated by successive presses of the action button. Imagine the player has just started a fight and not pressed anything, the claw is retracted and closed at this point. The following points describe the cycle of activities that the claw goes through for each button press starting from the origin state:						
<ol style="list-style-type: none"> 1. Claw thrusts out on extending arm and opens 2. Claw closes 3. Claw arm retracts, drawing in any grabbed item 4. Repeat from 1 						
This functionality means that players can grab another robot, draw it in and then thrust it away across the arena in a mighty display of superior weaponry.						

FLAMETHROWER						
QUALITY GRADE	ATTACK SPEED	RESET SPEED	POWER	WEIGHT	HIT POINTS	PREFIX
GOLD	10	10	7	15	10	GOLD
NOTES:						
This weapon operates slightly differently depending upon what it is attached to. When attached to a Chassis other than the Gold one the flamethrower has a fixed orientation so it points wherever the robot points. However, when mounted on the Gold Chassis the flamethrower gains a 'tracking' ability so it will automatically point at the nearest opponent!						

See SPECIAL EFFECTS for more information on how the act of fighting will be reflected visually.

Special Moves

Special moves are added to a robot at no cost at all and they allow the player to pull off fancy manoeuvres with a single button press. What moves the player chooses all depends on their style of play and what they have available. See SPECIAL MOVES section for more information on the special moves that are available.

Robot Naming

The final thing a robot will require is a name, which is entered from a grid of letters covering the full alphabet (of the player's chosen language) in capital letters, 0-9, a hyphen, period and space option. To terminate the process the player has an 'OK!' option; should they wish to delete any characters a 'CLR' button will facilitate this. The player has a maximum of 12 characters for their robot name.



Robot Statistics

When the robot is built all the statistics of the various components will contribute to a model of how it will perform and handle. The statistics derived will be as follows:

- Weight (out of a total weight limit of 100kg)
- Speed (mph)
- Armour (type)
- Weapon strength (rated from 1-10)
- Weapon speed (rated from 1-10)

The player will be able to review these statistics when the robot is built and run through the tests of the Gauntlet (Training mode) to see if the robot has the strengths they were expecting. This is based on the fact that every good robot in RW has undergone hours of testing before being exposed to the trials of Robot Wars; robots that aren't tested often suffer from simple problems in the show.

The game will also assign a single Strength and Weakness rank that is automatically selected based on a simple algorithm that monitors performance and robot build. This way the player gets feedback on their robot's potential performance and will learn the strengths to look out for and weaknesses to avoid.

See STRENGTH AND WEAKNESS for more information on what to expect.

The player will be told of the marked Strength and marked Weakness under headings of the same name; even the best robot will have a notable Strength and a potential Weakness. All of these statistics are held in RAM until a player saves their robot in which case they are stored on the battery back-up cartridge.

All of the data that assess a robot's potency will be presented on two screens.

Auto Finish

It is possible that a player may become tired of the robot building section before they have finished their robot. In this situation then can simply select the "Auto Finish" option. The computer will then automatically continue through the rest of the building process making random selections of components, i.e. from the robot parts available to the player for each stage of robot construction a totally random selection will be made by the computer. As bad options will not be available to select there will be no way that the computer can build a bad robot.

Testing

Throughout the building process the player will be encouraged to take their robot into the Gauntlet (Training mode) arena and experiment with it to see what its strengths and weaknesses are. By using the testing ground the player can not only learn the limits of their robot but also improve their own skills in specific areas of roboteering.

All-Star Robots

There will also be a range of ready-built All-Star robots on offer for players who wish to get straight to the action rather than spend time balancing their own robot. These



will comprise of famous Robot Wars competitors that have participated in the TV Series. The game will feature 17 pre-built robots for the player to choose from. The player cannot alter the all-star robots in any way as their design is defined by the teams that built them for the TV show.



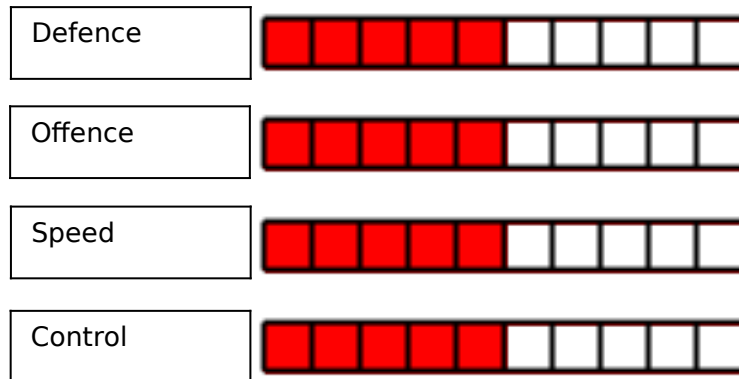
ROBOTS TO ORDER

Feature Interface

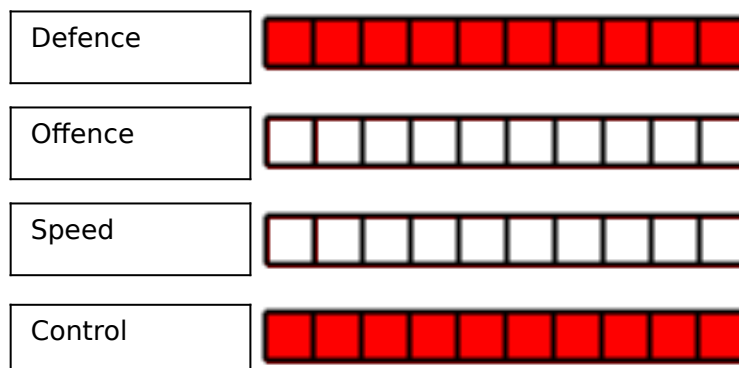
Players can build a robot without actually having to select all the parts for it if they choose. In order to do this they must set the value of four different aspects of their desired robot using four coloured bars, one for each of the following attributes:

- Defence
- Offence
- Speed
- Control

The player can, if they wish, balance all of these attributes, which will result in a robot that is a Jack-of-all-trades and master of none as shown in diagram below:



Or they can focus all of their robot's strength into two attributes as show in the diagram below:

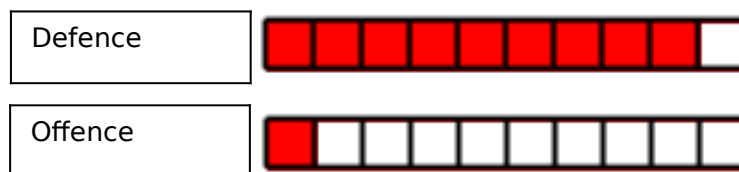


However the player chooses to approach the functionality of this way of building a robot the purpose of it is always the same; players can build bespoke robots without having to go through the component selection screens and therefore save a lot of time. The positioning of the bars and their position relative to each other will represent what the player wants but not necessarily what they will get – you can't have supreme weaponry unless you're unlocked the supreme weapons.

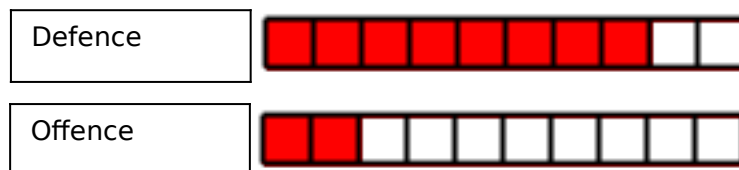
The reason for not being able to have one supremely dominant attribute is that the bars will be interlinked as two couples: Defence and Offence will be twinned, as will Speed and Manoeuvrability. So whenever Offence is raised Defence goes down and vice versa. The same applies to Speed and Manoeuvrability. The following set of diagrams illustrates this concept.



When Defence is at its maximum Offence is at its lowest



When Defence is reduced by 1 Offence rises by 1



When Defence is reduced by 1 Offence rises by 1



Or, when Offence is raised by 1, Defence is lowered by 1





Persistent raising of a low priority feature (e.g. Offence) lowers its twin attribute until...



...Both attributes are balanced

How The Components Are Chosen

The following sections describe how components are chosen for each of the different attributes.

Offence

This attribute covers both weapon 1 and weapon 2 and the following rules govern what is chosen by the game for the player's robot.

The table below shows the correlation between the setting for the bar that the player chooses and power rating for the weapons that the game will try to put on the player's robot.

BAR SETTING	ATTEMPTED POWER RATING OF WEAPONS
0	No weapons are fitted except a Srimech if it is necessary
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10

So when the game builds the robot it will do so according to the following two rules:

1. Weapon with greatest power available for front selected (up to the desired value)
2. Weapon with greatest power available for back (that's compatible with front) or Srimech if required



It is possible that the game will have a choice between two perfectly good weapons of the same power in which case it will go through the following steps to decide between them:

1. If two weapons tie on power then compare weight – lightest is chosen
2. If two weapons tie on weight then compare reliability – highest is chosen
3. If two weapons tie on reliability then compare attack speed – highest is chosen
4. If two weapons tie on attack speed then compare reset speed – highest is chosen

Due to the parts available and the choices made for the other robot criteria the player will not always get what they want. This system only shows what the player is striving for, not necessarily what they can attain.

If Offence is rated higher than any of the other attributes then the following Special Moves will be chosen – the highest graded ones being chosen should they be available:

- 180°-Turn (Grade 1)
- 360°-Turn (Grade 1)
- Berserk (Grade 3)
- Thunder Charge (Grade 3)
- Automatic Opponent Lock-On (Grade 3)
- Strike Attack (Grade 4)

Defence

The higher the bar the better the armour that the system tries to select for the player, as shown in the following table:

BAR	STRENGTH RATING OF ARMOUR
0	No armour is fitted
1	Fur
2	Plastic
3	Fibreglass
4	Wood
5	Aluminium
6	Titanium
7	Perspex
8	Polycarbonate
9	Kevlar
10	Steel

If Defence is rated higher than any of the other attributes then the following Special Moves will be chosen – the highest graded ones being chosen should they be available:

- 180°-Turn (Grade 1)
- Feint (Grade 1)



- Stealth Camouflage (Grade 2)
- CPZ Evasion (Grade 2)

Control

It is assumed that the best control is derived from a robot whose power and weight correspond with one another. After all, a really light robot with a powerful motor will zip around like a wild thing and won't be at all easy to control. Equally, a 100kg juggernaut with a puny motor will hardly respond like the player desires. The following table shows the correlation between the power of any given Power system and the weight of a robot and the setting of the attribute bar. Remember, as with all the other attributes these numbers only represent what the game is trying to achieve and it may fall short:

BAR	POWER RATING	WEIGHT
0	1	80
1	1	82
2	2	84
3	3	86
4	4	88
5	5	90
6	6	92
7	7	94
8	8	96
9	9	98
10	10	100

If Control is rated higher than any of the other attributes then the following Special Moves will be chosen - the highest graded ones being chosen should they be available:

- Power Slide (Grade 1)
- Feint (Grade 1)
- CPZ Evasion (Grade 2)
- Automatic Opponent Lock-On (Grade 3)
- Strike Attack (Grade 4)

Speed

This is determined by the weight of the robot against the power of its motor system. To have good speed a robot needs as powerful a motor as possible and as little weight as possible:

BAR	POWER RATING	WEIGHT
0	1	100
1	1	98
2	2	96
3	3	94
4	4	92
5	5	90



6	6	88
7	7	86
8	8	84
9	9	82
10	10	80

If Speed is rated higher than any of the other attributes then the following Special Moves will be chosen - the highest graded ones being chosen should they be available:

- 180°-Turn (Grade 1)
- Power Slide (Grade 1)
- CPZ Evasion (Grade 2)
- Thunder Charge (Grade 3)
- Automatic Opponent Lock-On (Grade 3)
- Strike Attack (Grade 4)

Priority

It's obvious that there is no way that the player can have everything that they want as the robot building is really a series of compromises and sacrifices. The weight restriction imposed on the robots and the parts unlocked prohibit what can be achieved in the workshop. For circumstances in which the different attributes that can be set in this system clash there needs to be a way of working out which systems take priority:

CATEGORY	PRIORITY
Defence	4 (Lowest priority)
Offence	1 (Highest priority)
Speed	3
Control	2



STRENGTH AND WEAKNESS

When the player completes a Gauntlet challenge with a self-built robot they are given some pointers about the strengths and weaknesses of their robot. This section deals with the mechanics for working out what the player is told.

Strength

Four parts of the player's self-built robot are taken into account when its performance is assessed for Strength(s):

1. Power
2. Armour
3. Weapon 1
4. Weapon 2

These four items are considered because the player will be unlocking new items right the way through the game right the way up to Grade 4 and beyond that GOLD. Chassis (formerly Shape) and Traction are introduced into the game more steeply and therefore don't provide a dynamic progression for the full length of the game.

All items in the game are graded from 1-4, 1 being the weakest and 4 being the strongest except for the GOLD parts, which are the grade above 4. The first thing that needs to be done to calculate the Strength is to determine what the highest grading of any of the items is. Then it must be determined if any of the other parts are of equal grading. The results of this simple test then correlate to which of the following Strength description patterns are used:

NUMBER OF EQUALLY GRADED SUPERIOR ITEMS	GO TO
1	Method 1
2	Method 2
3	Method 3
4	Method 4

Method 1. One Item Is Superior To The Rest

If one of the 4 components is of higher strength than the rest then the Strength will be derived from that. So if the robot's Power is of a higher grade than all the other items that are considered then the Strength will refer to the robot's Power. In this method every item will be referred to by its name except for Weapon 1 and Weapon 2 which will both be referred to simply as weapon. So:

ITEM	TERM
Power	Power
Armour	Armour
Weapon 1	Weapon
Weapon 2	Weapon



The term "Power" will also be prefixed by a term that is determined by the grade of the item. The different prefix terms are listed in the table below.

GRADE OF SUPERIOR ITEM	PREFIX TERM
Grade 2	Good
Grade 3	Great
Grade 4	Excellent
GOLD PART	Supreme

Example 1.

So a robot with:

- Grade 1 Power
- Grade 1 Armour
- Grade 2 Weapon 1
- Grade 1 Weapon 2

Will result in the phrase: Good Weapon

Example 2.

So a robot with:

- Grade 1 Power
- Grade 3 Armour
- Grade 2 Weapon 1
- Grade 2 Weapon 2

Will result in the phrase: Great Armour

Example 3.

So a robot with:

- Grade 4 Power
- Grade 3 Armour
- Grade 2 Weapon 1
- Grade 3 Weapon 2

Will result in the phrase: Excellent Power

Example 4.

So a robot with:

- Grade 4 Power
- Grade 4 Armour
- Grade 3 Weapon 1
- Gold Weapon 2

Will result in the phrase: Supreme Weapon



Method 2. Two Superior Grade Items Of Equal Grade

When two items of equal grade stand proud of two other items then their basic properties are compounded into a phrase to describe the robot's strength. The phrase that is compiled can be taken from the following two tables.

First the grade of the two equal superior items determines the prefix.

GRADE OF SUPERIOR ITEM	PREFIX TERM
Grade 2	Good
Grade 3	Great
Grade 4	Excellent
GOLD PART	Supreme

Then the combination of items provides the phrase.

	POWER	ARMOUR	WEAPON 1	WEAPON 2
POWER	-	Power And Toughness	Power And Aggression	Power And Aggression
ARMOUR	Power And Toughness	-	Toughness And Aggression	Toughness And Aggression
WEAPON 1	Power And Aggression	Toughness And Aggression	-	Aggression
WEAPON 2	Power And Aggression	Toughness And Aggression	Aggression	-

Example 1.

So a robot with:

- Grade 1 Power
- Grade 2 Armour
- Grade 2 Weapon 1
- Grade 1 Weapon 2

Will result in the phrase: Good Toughness And Aggression

Example 2.

So a robot with:

- Grade 3 Power
- Grade 3 Armour
- Grade 2 Weapon 1
- Grade 2 Weapon 2

Will result in the phrase: Great Power and Toughness



Method 3. Three Top Grade Items Of Equal Grade

When three items of equal grade stand proud of one other item then their basic properties are compounded into a phrase to describe the robot's strength. The phrase that is compiled is always generated along the same format. First there is the prefix to determine that is derived from the grade of the items.

GRADE OF SUPERIOR ITEM	PREFIX TERM
Grade 2	Good
Grade 3	Great
Grade 4	Excellent
GOLD PART	Supreme

Then the subject must be considered. The table below provides the term that is used for each of the items and their priority within the sentence.

ITEM	TERM	PRIORITY IN PHRASE
Power	Power	1
Armour	Toughness	2
Weapon 1	Aggression	3
Weapon 2	Aggression	4

To determine what terms are used in the phrase and at which point we first need to know what the three items are. For the sake of this example let's say that the robot has equal grade Power, Armour and Weapon 2 and they are all of a higher grade than Weapon 1. So we know that Power, Toughness and Aggression will all be in the phrase. Power takes priority in the phrase, then Armour and then Weapon 2.

So the phrase = Power, Toughness And Aggression

Obviously this leaves us with very few permutations in reality but there is also a set of combinations that don't work. If the robot's got superior and equal Armour, Weapon 1 and Weapon 2 we don't want the phrase to be: Toughness, Aggression And Aggression. That would be extremely poor. Instead, when there are two weapons appear one is dropped from being considered.

So the phrase would actually = Toughness And Aggression

For the purposes of clarity and to help illustrate the above system the following tables cover all the possible combinations that can be produced by this system and each of them are in the correct format.

	POWER+ARMOUR	POWER+WEAPON 1	POWER+WEAPON 2
POWER	-	-	-
ARMOUR	-	Power, Toughness And Aggression	Power, Toughness And Aggression
WEAPON 1	Power, Toughness And Aggression	-	Power And Aggression
WEAPON 2	Power, Toughness And Aggression	Power And Aggression	-

	ARMOUR+POWER	ARMOUR+WEAPON 1	ARMOUR+WEAPON 2
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POWER	-	Power, Toughness And Aggression	Power, Toughness And Aggression
ARMOUR	-	-	-
WEAPON 1	Power, Toughness And Aggression	-	Toughness And Aggression
WEAPON 2	Power, Toughness And Aggression	Toughness And Aggression	-

	WEAPON 1+POWER	WEAPON 1+ARMOUR	WEAPON 1+WEAPON 2
POWER	-	Power, Toughness And Aggression	Power And Aggression
ARMOUR	Power, Toughness And Aggression	-	Toughness And Aggression
WEAPON 1	-	-	-
WEAPON 2	Power And Aggression	Toughness And Aggression	-

	WEAPON 2+POWER	WEAPON 2+ARMOUR	WEAPON 2+WEAPON 1
POWER	-	Power, Toughness And Aggression	Power And Aggression
ARMOUR	Power, Toughness And Aggression	-	Toughness And Aggression
WEAPON 1	Power And Aggression	Toughness And Aggression	-
WEAPON 2	-	-	-

No prefix is used with this method as its omission will provide a small twist of extra variety into the system and it is felt that there would be a certain amount of overstatement in the use of "Great" or "Excellent" before "Power, Toughness And Aggression".

Method 4. All Four Items Of Equal Grade

If all four items are on the same grade then the robot is assigned its "Strength" in general terms. The exact nature of the term used depends on the grade of all the items. The table below gives the term used when all four items are of the same grade.

ALL FOUR ITEMS ARE ON GRADE	STRENGTH DISPLAYED
1	Balanced Robot
2	Good Robot
3	Great Robot
4	Excellent Robot
GOLD	Supreme Robot



Fewer Than 4 Items

As stated elsewhere in this document it is possible for the player to run a robot that is not equipped with either armour or any weapons. Although this is unlikely the player is allowed to do this so this system must take into account this eventuality. If you scrutinise the system outlined above you will see that it does indeed cover what will be said about the robot.

When there are fewer than 4 items to consider then the method that covers the appropriate number of superior equal items must be used.

NUMBER OF ITEMS	USE METHODS
3	1, 2 and 3
2	1 and 2
1	1

Which Method?

The following are several examples illustrate which method is used in different situations.

Example 1.

The game is fresh from its wrapper and the player has built their first robot. As they are just starting out in the game all of the items will grade 1 standard so the player has no choice but to build a balanced robot.

ROBOT PART	GRADE
Power	1
Armour	1
Weapon 1	1
Weapon 2	1

As all the player's items are of the same grade method 4 must be consulted to ascertain the description of the robot's strength.

Example 2.

The player is just starting out in the game but has already won a Grade 2 Flipper that they have attached to their robot. So their robot configuration looks like this:

ROBOT PART	GRADE
Power	1
Armour	1
Weapon 1	2
Weapon 2	1

As the player's highest graded item is Weapon 1, the Grade 2 Flipper and as no other items are graded this highly then the game will go to method 1



Example 3.

The player has now won a few more matches and gained a grade 2 Power source. Eager to have more power in their robot the player has attached the device making their grading distribution look like this:

ROBOT PART	GRADE
Power	2
Armour	1
Weapon 1	2
Weapon 2	1

As the two most powerful items are of equal grade the game must check method 2 to compile the Strength text.

Example 4.

After completing the Bronze Tournament the player has been rewarded with a Grade 2 Circular Saw weapon that they attach to their robot.

ROBOT PART	GRADE
Power	2
Armour	1
Weapon 1	2
Weapon 2	2

There are now three items of equal grade on the robot that are the most powerful so the game must check method 3 to judge what should be said about the robot.

Example 5.

The player has now won the ability to use Aluminium Armour, a grade 2 material. Once attached the robot statistics take on the following complexion.

ROBOT PART	GRADE
Power	2
Armour	2
Weapon 1	2
Weapon 2	2

The robot is once again balanced with all four items on the same grading. Method 4 must now be consulted to attain the Strength.

Weakness

Four parts of the player's self-built robot are taken into account when its performance is assessed for Weakness:

5. Power
6. Armour
7. Weapon 1
8. Weapon 2



These four items are considered because the player will be unlocking new items right the way through the game right the way up to Grade 4 and beyond that GOLD. Chassis (formerly Shape) and Traction are introduced into the game more steeply and therefore don't provide a dynamic progression for the full length of the game.

All items in the game are graded from 1-4, 1 being the weakest and 4 being the strongest except for the GOLD parts, which are the grade above 4. The first thing that needs to be done to calculate the Weakness is to determine what the lowest grading of any of the items is. Then it must be determined if any of the other parts are of equal grading. The results of this simple test then correlate to which of the following Weakness description patterns are used:

NUMBER OF EQUALLY GRADED INFERIOR ITEMS	GO TO
1	Method 1
2	Method 2
3	Method 3
4	Method 4

Method 1. One Item Is Inferior To The Rest

If one of the 4 components is of lower strength than the rest then the Weakness will be derived from that. So if the robot's Power is of a lower grade than all the other items that are considered then the Weakness will refer to the robot's Power. In this method every item will be referred to by its name except for Weapon 1 and Weapon 2 which will both be referred to simply as 'Weapon'. So:

ITEM	TERM
Power	Power
Armour	Armour
Weapon 1	Weapon
Weapon 2	Weapon

The term will also be prefixed by a term that is determined by the grade of the item. The different prefix terms are listed in the table below.

GRADE OF INFERIOR ITEM	PREFIX TERM
Grade 1	Pitiful
Grade 2	Puny
Grade 3	Weak
Grade 4	Poor

Example 1.

So a robot with:

- Grade 2 Power
- Grade 2 Armour
- **Grade 1 Weapon 1**
- Grade 2 Weapon 2



Will result in the phrase: Pitiful Weapon

Example 2.

So a robot with:

- Grade 3 Power
- Grade 2 Armour
- Grade 4 Weapon 1
- Grade 3 Weapon 2

Will result in the phrase: Puny Armour

Example 3.

So a robot with:

- Grade 3 Power
- Grade 4 Armour
- Grade 4 Weapon 1
- Grade 4 Weapon 2

Will result in the phrase: Weak Power

Example 4.

So a robot with:

- Gold Power
- Gold Armour
- Gold Weapon 1
- Grade 4 Weapon

Will result in the phrase: Poor Weapon

Method 2. Two Inferior Grade Items Of Equal Grade

When two items of equal grade stand proud of two other items then their basic properties are compounded into a phrase to describe the robot's weakness. The phrase that is compiled can be taken from the following two tables.

First the grade of the two equal inferior items determines the prefix.

GRADE OF INFERIOR ITEM	PREFIX TERM
Grade 1	Pitiful
Grade 2	Puny
Grade 3	Weak
Grade 4	Poor

Then the combination of items provides the phrase.

	POWER	ARMOUR	WEAPON 1	WEAPON 2
POWER	-	Power And	Power And	Power And



		Toughness	Aggression	Aggression
ARMOUR	Power And Toughness	-	Toughness And Aggression	Toughness And Aggression
WEAPON 1	Power And Aggression	Toughness And Aggression	-	Aggression
WEAPON 2	Power And Aggression	Toughness And Aggression	Aggression	-

Example 1.

So a robot with:

- Grade 2 Power
- Grade 1 Armour
- Grade 1 Weapon 1
- Grade 2 Weapon 2

Will result in the phrase: Pitiful Toughness And Aggression

Example 2.

So a robot with:

- Grade 2 Power
- Grade 2 Armour
- Grade 3 Weapon 1
- Grade 3 Weapon 2

Will result in the phrase: Puny Power and Toughness

Method 3. Three Inferior Grade Items Of Equal Grade

When three items of equal grade stand proud of one other item then their basic properties are compounded into a phrase to describe the robot's Weakness.

First the grade of the three equal inferior items determines the prefix.

GRADE OF INFERIOR ITEM	PREFIX TERM
Grade 1	Pitiful
Grade 2	Puny
Grade 3	Weak
Grade 4	Poor

The subsequent phrase that is compiled is always generated along the same format. The table below provides the term that is used for each of the items and their priority within the sentence.

ITEM	TERM	PRIORITY IN PHRASE
Power	Power	1
Armour	Toughness	2
Weapon 1	Aggression	3



Weapon 2	Aggression	4
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To determine what terms are used in the phrase and at which point we first need to know what the three items are. For the sake of this example let's say that the robot has equal grade Power, Armour and Weapon 2 and they are all of a lower grade than Weapon 1. So we know that Power, Toughness and Aggression will all be in the phrase. Power takes priority in the phrase, then Armour and then Weapon 2.

So the phrase = Power, Toughness And Aggression

Obviously this leaves us with very few permutations in reality but there is also a set of combinations that don't work. If the robot's got inferior and equal Armour, Weapon 1 and Weapon 2 we don't want the phrase to be: Toughness, Aggression And Aggression. That would be extremely poor. Instead, when there are two weapons that appear, one is dropped from being considered.

So the phrase would actually = Toughness And Aggression

For the purposes of clarity and to help illustrate the above system the following tables cover all the possible combinations that can be produced by this system and each of them are in the correct format.

	POWER+ARMOUR	POWER+WEAPON 1	POWER+WEAPON 2
POWER	-	-	-
ARMOUR	-	Power, Toughness And Aggression	Power, Toughness And Aggression
WEAPON 1	Power, Toughness And Aggression	-	Power And Aggression
WEAPON 2	Power, Toughness And Aggression	Power And Aggression	-

	ARMOUR+POWER	ARMOUR+WEAPON 1	ARMOUR+WEAPON 2
POWER	-	Power, Toughness And Aggression	Power, Toughness And Aggression
ARMOUR	-	-	-
WEAPON 1	Power, Toughness And Aggression	-	Toughness And Aggression
WEAPON 2	Power, Toughness And Aggression	Toughness And Aggression	-



	WEAPON 1+POWER	WEAPON 1+ARMOUR	WEAPON 1+WEAPON 2
POWER	-	Power, Toughness And Aggression	Power And Aggression
ARMOUR	Power, Toughness And Aggression	-	Toughness And Aggression
WEAPON 1	-	-	-
WEAPON 2	Power And Aggression	Toughness And Aggression	-

	WEAPON 2+POWER	WEAPON 2+ARMOUR	WEAPON 2+WEAPON 1
POWER	-	Power, Toughness And Aggression	Power And Aggression
ARMOUR	Power, Toughness And Aggression	-	Toughness And Aggression
WEAPON 1	Power And Aggression	Toughness And Aggression	-
WEAPON 2	-	-	-

Example 1.

So a robot with:

- Grade 1 Power
- Grade 1 Armour
- Grade 1 Weapon 1
- Grade 2 Weapon 2

Will result in the phrase: Pitiful Power, Toughness And Aggression

Example 2.

So a robot with:

- Grade 3 Power
- Grade 2 Armour
- Grade 2 Weapon 1
- Grade 2 Weapon 2

Will result in the phrase: Puny Toughness And Aggression

Method 4. All Four Items Of Equal Grade

If all four items are on the same grade then the robot is not assigned a “Weakness” as the assigned “Strength” comment dominates the assessment of the robot. All reference to Weakness will be absent from the results screen in this situation.



Fewer Than 4 Items

The obvious weakness is actually the fact that something is missing. It is possible for a robot to be built without armour or weaponry (the intention of this being that players can build viciously fast wedge robots should they choose to; a winning design in the first series of Robot Wars!). The following tables detail the Weakness that should be displayed for any combination of missing parts.

Please note that a robot is counted as not having a Weapon 2 if that slot is occupied by a Srimech system.

1 Part Missing

MISSING PART	WEAKNESS DISPLAYED
Armour	Lacks Armour
Weapon 1	Lacks Weapon 1
Weapon 2	Lacks Weapon 2

2 Parts Missing

	ARMOUR	WEAPON 1	WEAPON 2
ARMOUR	-	Lacks armour and weapon 1	Lacks armour and weapon 2
WEAPON 1	Lacks armour and weapon 1	-	Lacks weapon 1 and weapon 2
WEAPON 2	Lacks armour and weapon 2	Lacks weapon 1 and weapon 2	-

3 Parts Missing

	ARMOUR+WEAPON 1	WEAPON 1+WEAPON 2	ARMOUR+WEAPON 2
ARMOUR	-	Lacks armour, weapon 1 and weapon 2	-
WEAPON 1	-	-	Lacks armour, weapon 1 and weapon 2
WEAPON 2	Lacks armour, weapon 1 and weapon 2	-	-

-



ALL-STAR ROBOTS

The All-Star robots give the player something to play against in the various game modes. The player can also use the All-Star robots to fight with if they wish and in some game modes they will be the only robots that they can use.

The following is a list of the robots to be featured in the game:

UK ROBOTS	
GRADE	NAME
1	101
1	Dominator 2
1	Firestorm III
1	Bigger Brother
1	Stinger
2	Thermidor II
2	Tornado
2	Wheely Big Cheese
3	Hypno-Disc
3	Chaos II
3	Pussycat
4	Razer

US ROBOTS	
GRADE	NAME
4	Tricerabot 3.0
4	Rosie The Riviter II
4	Propeller-Head
4	Destructive Criticism
4	Panzer Mk4

101

TEXT LISTED STATISTICS	
WEIGHT:	97KG
DIMENSIONS:	1.2M X 0.75M X 0.3M
SPEED:	8MPH
TURNING CIRCLE:	0
CLEARANCE:	50MM
POWER:	2 INDUSTRIAL MOTORS
WEAPONS:	200MPH SPIKE

STATISTICS FOR IN GAME		
PART	DEFINITION	HIT POINTS
POWER:	[1]	5
TRACTION:	Tracks	12
CLEARANCE:	6	-



ARMOUR:		25
WEAPON 1:	Grade 1 Lance	6
WEAPON 2:		
TOTAL:		48

ADDITIONAL NOTES	
SELF-RIGHTING:	Invertible design
SPECIAL MOVE 1:	180°-Turn
SPECIAL MOVE 2:	Power Slide

DOMINATOR 2

TEXT LISTED STATISTICS	
WEIGHT:	96KG
DIMENSIONS:	1.4M X 0.8M X 0.65M
SPEED:	20MPH
TURNING CIRCLE:	0
CLEARANCE:	10MM
POWER:	2 X 750W MOTORS
WEAPONS:	PNEUMATIC AXE

STATISTICS FOR IN GAME		
PART	DEFINITION	HIT POINTS
POWER:	[6]	10
TRACTION:		10
CLEARANCE:	4	-
ARMOUR:		30
WEAPON 1:	Grade 1 Axe	4
WEAPON 2:		
TOTAL:		54

ADDITIONAL NOTES	
SELF-RIGHTING:	Axe operation self-rights robot
SPECIAL MOVE 1:	360°-Turn
SPECIAL MOVE 2:	Power Slide

FIRESTORM III

TEXT LISTED STATISTICS	
WEIGHT:	100KG
DIMENSIONS:	0.97M X 0.82M X 0.29M
SPEED:	15MPH
TURNING CIRCLE:	0
CLEARANCE:	1MM
POWER:	3 X 12V BATTERIES



WEAPONS:	FLIPPER WITH 170KG LIFT
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STATISTICS FOR IN GAME		
PART	DEFINITION	HIT POINTS
POWER:	[4]	8
TRACTION:		10
CLEARANCE:	4	-
ARMOUR:		25
WEAPON 1:	Grade 1 Flipper	7
WEAPON 2:		
TOTAL:		50

ADDITIONAL NOTES	
SELF-RIGHTING:	Flipper operation self-rights robot
SPECIAL MOVE 1:	180°-Turn
SPECIAL MOVE 2:	Feint

BIGGER BROTHER

TEXT LISTED STATISTICS	
WEIGHT:	96KG
DIMENSIONS:	0.8M X 0.8M X 0.4M
SPEED:	10MPH
TURNING CIRCLE:	0
CLEARANCE:	0MM
POWER:	2 X WIPER MOTORS
WEAPONS:	FLIPPER BLADE

STATISTICS FOR IN GAME		
PART	DEFINITION	HIT POINTS
POWER:	[2]	6
TRACTION:		10
CLEARANCE:	4	-
ARMOUR:		50
WEAPON 1:	Grade 1 Flipper	7
WEAPON 2:		
TOTAL:		73

ADDITIONAL NOTES	
SELF-RIGHTING:	Flipper operation self-rights robot
SPECIAL MOVE 1:	360°-Turn
SPECIAL MOVE 2:	Feint



STINGER

TEXT LISTED STATISTICS	
WEIGHT:	83KG
DIMENSIONS:	0.71M X 0.61M X 0.38M
SPEED:	8MPH
TURNING CIRCLE:	0
CLEARANCE:	50MM
POWER:	2 X 750W MOTORS
WEAPONS:	SPIKED AXE WITH BLADE

STATISTICS FOR IN GAME		
PART	DEFINITION	HIT POINTS
POWER:	[1]	5
TRACTION:		10
CLEARANCE:	4	-
ARMOUR:		50
WEAPON 1:	Grade 1 Spikes	10
WEAPON 2:		
TOTAL:		75

ADDITIONAL NOTES	
SELF-RIGHTING:	Invertible design
SPECIAL MOVE 1:	Power Slide
SPECIAL MOVE 2:	Feint

THERMIDOR II

TEXT LISTED STATISTICS	
WEIGHT:	95KG
DIMENSIONS:	1M X 0.8M X 0.34M
SPEED:	15MPH
TURNING CIRCLE:	0
CLEARANCE:	5-25MM
POWER:	2 X 750W MOTORS
WEAPONS:	FLIPPER AND CLAWS

STATISTICS FOR IN GAME		
PART	DEFINITION	HIT POINTS
POWER:	[4]	8
TRACTION:		10
CLEARANCE:	4	-
ARMOUR:		25
WEAPON 1:	Grade 2 Flipper	7.5
WEAPON 2:	Grade 2 Pincers	9
TOTAL:		59.5



ADDITIONAL NOTES	
SELF-RIGHTING:	Flipper operation self-rights robot
SPECIAL MOVE 1:	Stealth Camouflage
SPECIAL MOVE 2:	CPZ Evasion

TORNADO

TEXT LISTED STATISTICS	
WEIGHT:	97KG
DIMENSIONS:	0.9M X 0.75M X 0.25M
SPEED:	10MPH
TURNING CIRCLE:	0
CLEARANCE:	5MM
POWER:	2 X 750W MOTORS
WEAPONS:	SPIKES, 2500RPM CUTTING DISC

STATISTICS FOR IN GAME		
PART	DEFINITION	HIT POINTS
POWER:	[2]	6
TRACTION:		8
CLEARANCE:	2	-
ARMOUR:		40
WEAPON 1:	Grade 2 Spikes	10
WEAPON 2:	Grade 2 Saw	6
TOTAL:		70

ADDITIONAL NOTES	
SELF-RIGHTING:	Invertible design
SPECIAL MOVE 1:	Stealth Camouflage
SPECIAL MOVE 2:	CPZ Evasion

WHEELY BIG CHEESE

TEXT LISTED STATISTICS	
WEIGHT:	100KG
DIMENSIONS:	1.43M X 0.74M X 0.42M
SPEED:	6MPH
TURNING CIRCLE:	0
CLEARANCE:	3.5MM
POWER:	2 X RACING CAR BATTERIES
WEAPONS:	TITANIUM FLIPPER WITH 800KG LIFT

STATISTICS FOR IN GAME		
PART	DEFINITION	HIT POINTS
POWER:	[1]	5
TRACTION:		10



CLEARANCE:	4	-
ARMOUR:		30
WEAPON 1:	Grade 2 Flipper	7.5
WEAPON 2:		
TOTAL:		52.5

ADDITIONAL NOTES	
SELF-RIGHTING:	Flipper operation self-rights robot
SPECIAL MOVE 1:	Stealth Camouflage
SPECIAL MOVE 2:	CPZ Evasion

HYPNO-DISC

TEXT LISTED STATISTICS	
WEIGHT:	100KG
DIMENSIONS:	0.91M X 0.56M X 0.3M
SPEED:	10MPH
TURNING CIRCLE:	0
CLEARANCE:	25MM
POWER:	4 X 750W, 24V MOTORS
WEAPONS:	850RPM SPINNING DISC

STATISTICS FOR IN GAME		
PART	DEFINITION	HIT POINTS
POWER:	[2]	6
TRACTION:		8
CLEARANCE:	2	-
ARMOUR:		25
WEAPON 1:	Grade 3 Disc	6
WEAPON 2:	Grade 3 Srimech	9
TOTAL:		54

ADDITIONAL NOTES	
SELF-RIGHTING:	Second weapon is Srimech
SPECIAL MOVE 1:	Berserk
SPECIAL MOVE 2:	Thunder Charge

CHAOS II

TEXT LISTED STATISTICS	
WEIGHT:	83KG
DIMENSIONS:	0.9M x 0.71M x 0.38M
SPEED:	12MPH
TURNING CIRCLE:	0



CLEARANCE:	1MM
POWER:	2 LAWNMOWER MOTORS
WEAPONS:	GAS POWERED TITANIUM FLIPPER

STATISTICS FOR IN GAME		
PART	DEFINITION	HIT POINTS
POWER:	[2]	6
TRACTION:		10
CLEARANCE:	4	-
ARMOUR:		25
WEAPON 1:	Grade 3 Flipper	8
WEAPON 2:		
TOTAL:		49

ADDITIONAL NOTES	
SELF-RIGHTING:	Flipper operation self-rights robot
SPECIAL MOVE 1:	Thunder Charge
SPECIAL MOVE 2:	Automatic Opponent Lock-On

PUSSYCAT

TEXT LISTED STATISTICS	
WEIGHT:	97.4KG
DIMENSIONS:	0.56M X 0.74M X 0.97M
SPEED:	15MPH
TURNING CIRCLE:	0
CLEARANCE:	40MM
POWER:	2 X 750W MOTORS
WEAPONS:	2-TOOTHED SPINNING BLADE

STATISTICS FOR IN GAME		
PART	DEFINITION	HIT POINTS
POWER:	[4]	8
TRACTION:		8
CLEARANCE:	2	-
ARMOUR:		40
WEAPON 1:	Grade 3 Saw	6
WEAPON 2:		
TOTAL:		62

ADDITIONAL NOTES	
SELF-RIGHTING:	Invertible design
SPECIAL MOVE 1:	Berserk
SPECIAL MOVE 2:	Automatic Opponent Lock-On



RAZER

TEXT LISTED STATISTICS	
WEIGHT:	96KG
DIMENSIONS:	1.2M X 0.8M X 0.8M
SPEED:	11MPH
TURNING CIRCLE:	0
CLEARANCE:	1-8MM
POWER:	2 X 12V GOLF CADDY MOTORS
WEAPONS:	9 TONNE PRESSURE HYDRAULIC PIERCER

STATISTICS FOR IN GAME		
PART	DEFINITION	HIT POINTS
POWER:	[2]	6
TRACTION:		8
CLEARANCE:	2	-
ARMOUR:		30
WEAPON 1:	Grade 4 Claw	8
WEAPON 2:	Grade 4 Srimech	9
TOTAL:		61

ADDITIONAL NOTES	
SELF-RIGHTING:	Second weapon is Srimech
SPECIAL MOVE 1:	Berserk
SPECIAL MOVE 2:	Automatic Opponent Lock-On

TRICERABOT 3.0

TEXT LISTED STATISTICS	
WEIGHT:	100KG
DIMENSIONS:	1.27M X 0.84M X 0.43M
SPEED:	15MPH
TURNING CIRCLE:	0
CLEARANCE:	51MM
POWER:	2 WCMS MOTORS
WEAPONS:	PNEUMATIC FLIPPER

STATISTICS FOR IN GAME		
PART	DEFINITION	HIT POINTS
POWER:	[5]	9
TRACTION:		8
CLEARANCE:	2	-
ARMOUR:		35
WEAPON 1:	Grade 4 Flipper	8.5
WEAPON 2:		



2:		
TOTAL:		60.5

ADDITIONAL NOTES	
SELF-RIGHTING:	Flipper operation self-rights robot
SPECIAL MOVE 1:	Thunder Charge
SPECIAL MOVE 2:	Strike Attack

ROSIE THE RIVETER II

TEXT LISTED STATISTICS	
WEIGHT:	98KG
DIMENSIONS:	1.1M X 0.91M X 0.48M
SPEED:	15MPH
TURNING CIRCLE:	0
CLEARANCE:	38MM
POWER:	2 WCMS MOTORS
WEAPONS:	CIRCULAR SAW AND VERTICAL BLADES



STATISTICS FOR IN GAME		
PART	DEFINITION	HIT POINTS
POWER:	[4]	8
TRACTION:		8
CLEARANCE:		-
ARMOUR:		35
WEAPON 1:	Grade 4 Saw	6
WEAPON 2:	Grade 4 Spikes	10
TOTAL:		67

ADDITIONAL NOTES	
SELF-RIGHTING:	Invertible design
SPECIAL MOVE 1:	Automatic Opponent Lock-On
SPECIAL MOVE 2:	Strike Attack

PROPELLER-HEAD

TEXT LISTED STATISTICS	
WEIGHT:	99KG
DIMENSIONS:	0.79M X 0.79M X 0.25M
SPEED:	8MPH
TURNING CIRCLE:	0
CLEARANCE:	25MM
POWER:	4 X 12V MOTORS
WEAPONS:	PROPELLER BLADE

STATISTICS FOR IN GAME		
PART	DEFINITION	HIT POINTS
POWER:	[1]	5
TRACTION:		8
CLEARANCE:	2	-
ARMOUR:		35
WEAPON 1:	Grade 4 Disc	5
WEAPON 2:		
TOTAL:		53

ADDITIONAL NOTES	
SELF-RIGHTING:	Propeller operation self-rights robot
SPECIAL MOVE 1:	Berserk
SPECIAL MOVE 2:	Strike Attack



DESTRUCTIVE CRITICISM

TEXT LISTED STATISTICS	
WEIGHT:	100KG
DIMENSIONS:	1.4M X 0.66M X 0.43M
SPEED:	13MPH
TURNING CIRCLE:	0
CLEARANCE:	38MM
POWER:	4 X 24V WHEELCHAIR MOTORS
WEAPONS:	1200RPM SPINNING BLADE

STATISTICS FOR IN GAME		
PART	DEFINITION	HIT POINTS
POWER:	[4]	8
TRACTION:		8
CLEARANCE:	2	-
ARMOUR:		30
WEAPON 1:	Grade 4 Disc	5
WEAPON 2:		
TOTAL:		51

ADDITIONAL NOTES	
SELF-RIGHTING:	Invertible design
SPECIAL MOVE 1:	Thunder Charge
SPECIAL MOVE 2:	Strike Attack

PANZER MK4

TEXT LISTED STATISTICS	
WEIGHT:	99KG
DIMENSIONS:	1.2M X 0.76M X 0.51M
SPEED:	12MPH
TURNING CIRCLE:	0
CLEARANCE:	38MM
POWER:	2 X CAR MOTORS
WEAPONS:	PNEUMATIC LIFTER

STATISTICS FOR IN GAME		
PART	DEFINITION	HIT POINTS
POWER:	[3]	7
TRACTION:		6
CLEARANCE:	1	-
ARMOUR:		45
WEAPON 1:	Grade 4 Flipper	8.5
WEAPON 2:		
TOTAL:		66.5



ADDITIONAL NOTES	
SELF-RIGHTING:	Lifter operation self-rights robot
SPECIAL MOVE 1:	Automatic Opponent Lock-On
SPECIAL MOVE 2:	Strike Attack

Selecting All-Star Robots For Events

The All-Star robots are selected for various events based upon their grading. The events are sculpted to provide the player with a gradual yet taxing challenge throughout the game. Therefore it is important that the right grade of All-Star robot is used for each of the events. The tables below describe what grade of All-Star robot is used for each round of each event. The robot in question should be chosen at random from those of the correct grade.

Tournament

For each round an All-Star robot is selected for the player to fight against. Of course, it is important that the same robot should not appear in consecutive rounds of the same Tournament.

BRONZE	
ROUND	GRADE OF ROBOT USED
Heats	1
Quarter-Final	1
Semi-Final	2
Final	2

SILVER	
ROUND	GRADE OF ROBOTS USED
Heats	2
Quarter-Final	2
Semi-Final	3
Final	3

GOLD	
ROUND	GRADE OF ROBOTS USED
Heats	3
Quarter-Final	3
Semi-Final	4
Final	4

Mayhem

For each Mayhem fight 3 opponents must be selected to fight against the player.

ROBOTS USED			
GRADE 1	GRADE 2	GRADE 3	GRADE 4



BRONZE	1	2	0	0
SILVER	0	1	2	0
GOLD	0	0	1	2



Metal Kingdom

For each Metal Kingdom fight 3 opponents must be selected to fight against the player.

		<u>ROBOTS USED</u>			
<u>DIFFICULTY</u>		GRADE 1	GRADE 2	GRADE 3	GRADE 4
	BRONZE	2	1	0	0
	SILVER	0	2	1	0
	GOLD	0	0	2	1



QUICKSTART STRUCTURE

Outline

This option stands proud of the others and is by far the simplest option in the whole game; it's really a taste of what is to come for the player who is sampling the game for the first time. Quickstart is selected from the Main Menu and takes the player straight into a bout. The player has one of the All-Star robots selected for them and the computer opponent also has an All-Star robot selected for it. The All-Star robots are chosen completely at random, as are the two House Robots which feature in the arena. The player must then fight the computer-controlled robot in an attempt to win. If the player wins then they are declared the winner and if the computer wins then it's declared the winner.

Then the player is given the choice of playing the same bout again or returning to the Main Menu. The player will be given the option to RESTART/FINISH at the end of each Quickstart fight so they can keep on playing the same fight for as long as they like, or stop whenever they wish. Even if the player has two fights back to back it should not be viewed that these two fights are in any way linked, they are separate bouts, the player just doesn't have to return to the front end to start another Quickstart game. As has been stated, the Quickstart game is a quick fix mode, which stands apart from the rest of the game structure. Special Moves will be selected at random from those available.

Details In A Nutshell

MODE	Quickstart
HOUSE ROBOTS	2
PLAYER BUILT ROBOTS	None
ARENAS USED	Standard
ARENA CHOICE	None
ASSOCIATED SECRETS	None
DIFFICULTY SETTING	Bronze
NUMBER OF COMBATANTS	2
MAXIMUM DURATION	5 Minutes

Reward

There are no rewards attached to this game mode other than the satisfaction of defeating an All-Star opponent.

Saving

There is nothing associated with this game mode that needs to be saved.



TOURNAMENT STRUCTURE

Outline

The player can build their own robot in the workshop or pick an existing All-Star robot from the ones currently unlocked and enter a multi-tiered knockout tournament. The goal of this mode is to become the Tournament Champion at the current difficulty level (although players can play at the previous difficulty level if they wish).

Tournaments will run over 4 rounds labelled: Heats, Quarter Finals, Semi Finals and Final. Each opponent will be more challenging than the one in the previous round. The rules are simple; to advance to the next round the player must win their match. Two robots will never tie, as the judging system (see RJS section for more details) will determine a winner in even the tightest of contests.

The House Robots will feature in this game mode but the player will have no control over their incorporation.

Details In A Nutshell

MODE	Tournament
HOUSE ROBOTS	2
PLAYER BUILT ROBOTS	Yes
ARENAS USED	Standard
ARENA CHOICE	None
ASSOCIATED SECRETS	See SECRETS ALLOCATION
DIFFICULTY SETTING	Bronze, Silver and Gold which must be beaten in order
NUMBER OF COMBATANTS	1
MAXIMUM DURATION	5 Minutes

Structure

This mode brings together seventeen of the most experienced, battle-hardened veterans in the world of Robot Wars. It also involves the player! All of the opponent robots are taken from the All-Star list of robots in the game except for the player's robot, which can be either bespoke or an All-Star robot.

Eight heats will narrow the sixteen contestants down to eight. These eight "Heat" winners will be paired off in four "Quarter Finals", which will produce four winners, who will go through to the "Semi Finals". Just two will survive the Semi Finals to battle for the tournament title.

Which robot battles which robot in the heats will essentially be a lottery as all the robots are very accomplished and therefore it is felt that a seeding system is not warranted.

The following tables show how the player will progress through a Tournament from the Heats to the Final.



HEATS			
HEAT A	PLAYER'S ROBOT	V	Hypno-Disc
HEAT B	Tornado	V	Pussycat
HEAT C	101	V	Razer
HEAT D	Dominator 2	V	Wheely Big Cheese
HEAT E	Firestorm III	V	Destructive Criticism
HEAT F	Bigger Brother	V	Propeller-Head
HEAT G	Stinger	V	Rosie The Riviter II
HEAT H	Thermidor II	V	Panzer Mk4

In the above table the player (highlighted in blue) takes on Hypno-Disc in Heat 1. The player then moves onto the Quarter Finals.

QUARTER FINALS			
QUARTER FINAL 1	PLAYER'S ROBOT	V	Pussycat
QUARTER FINAL 2	Razer	V	Wheely Big Cheese
QUARTER FINAL 3	Destructive Criticism	V	Propeller-Head
QUARTER FINAL 4	Rosie The Riviter II	V	Panzer Mk4

In the Quarter Finals the player defeats the mighty Pussycat to advance to the Semi Finals.

SEMI FINALS			
SEMI FINAL 1	PLAYER'S ROBOT	V	Razer
SEMI FINAL 2	Destructive Criticism	V	Panzer Mk4

The Semi Finals see the player take down Razer and progress to the Final.

FINAL			
FINAL	PLAYER'S ROBOT	V	Panzer Mk4

Reaching the final the player must take on Panzer Mk4 to win the Tournament.

Obviously, it is not anticipated that players will plough through a tournament on their first attempt, especially when you take into account the opposition that they may face. Any tournament can be replayed as many times as the player desires.

Note: The above Tournament structure is intended to reflect RW in real life. If this is not the case then any error(s) should be flagged as soon as possible.

Reward

There are three tournaments in the game, one for each of the three difficulty settings - Bronze, Silver and Gold. Winning the final of each of these rewards the player with a Secret (see Secrets Allocation for more details) and a trophy. Three trophies will be



available, one for each of the difficulty settings - the Bronze Trophy, the Silver Trophy and the Gold Trophy.

Saving

If the player is beaten then they are out of the Tournament and must start it again from the beginning. If the player has won a round of the Tournament and decides to turn off their machine undefeated then they will be able to rejoin the Tournament from where they left off.



METAL KINGDOM STRUCTURE - SINGLE-PLAYER

Outline

This game mode requires the player to stay in the ring and stay alive for as long as possible while being shunted around and smashed up by various heavyweight opponents. A secret is unlocked for every 3 minutes that the player manages to survive. The House Robots will not feature in this game mode.

Details In A Nutshell

MODE	Metal Kingdom
HOUSE ROBOTS	None
PLAYER BUILT ROBOTS	Yes
ARENAS USED	Any unlocked
ARENA CHOICE	The player can choose from those unlocked
ASSOCIATED SECRETS	See SECRETS ALLOCATION
DIFFICULTY SETTING	Bronze, Silver and Gold which must be beaten in order
NUMBER OF COMBATANTS	1
MAXIMUM DURATION	6 Minutes

Structure

This mode requires the player to stay alive for as long as possible (to a maximum of 6 minutes) in an arena with 3 All-Star opponents. After three minutes the player is rewarded with a Secret. After 6 minutes the player is rewarded with another secret and the challenge ends. This is a difficult task as all three All-Star opponents will be targeting the player for destruction and will not fight amongst themselves. Each of the six arenas at each of the three difficulty settings can be played as a separate challenge.

The table below shows the structure for each arena (the Standard one and the 5 that can be unlocked) that the game mode can be played on. As with all modes the player cannot play the Silver difficulty level until the Bronze one is completed and the Gold difficulty cannot be played until the Silver has been completed. This applies to each arena as a separate entity.

DIFFICULTY	3 MINUTE SECRET	6 MINUTE SECRET
Bronze	Secret issued	Secret issued and challenge ends
Silver	Secret issued	Secret issued and challenge ends
Gold	Secret issued	Secret issued and challenge ends



Reward

As has already been stated a Secret is issued at both the 3 and 6 minute mark of each difficulty level in each arena. However, the player is also issued with a minor trophy for each of the 6-minute mark accomplishments.

Saving

The auto save will keep a track of where the player has reached in each of the individual challenges within this mode so, if the player reaches the 3 minute mark and is issued with a secret and is then destroyed they will not get another secret when they go back to that exact challenge, i.e. same arena on same difficulty, and reach the 3 minute mark. To put it another way, each secret event can only be triggered once.



MAYHEM STRUCTURE - SINGLE-PLAYER

Outline

Any 4 robots can be thrown into any arena to fight until there is only one robot left; the last robot standing is the winner. The player can face up to 3 computer-controlled robots, all of which are chosen at random by the computer from the list of All-Star robots. In the ring the computer controlled robots will not gang up on the player but will instead fight wisely (according to the difficulty setting) to preserve themselves and win. The House Robots will not feature in this mode.

Details In A Nutshell

MODE	Mayhem
HOUSE ROBOTS	None
PLAYER BUILT ROBOTS	Yes
ARENAS USED	Any unlocked
ARENA CHOICE	The player can choose from those unlocked
ASSOCIATED SECRETS	See SECRETS ALLOCATION
DIFFICULTY SETTING	Bronze, Silver and Gold which must be beaten in order
NUMBER OF COMBATANTS	1
MAXIMUM DURATION	5 Minutes

Structure

This mode pitches the player against three other robots in a skirmish for supremacy. Unlike Metal Kingdom the other robots will not target the player specifically, they will instead fight to win the match for themselves. There are not multiple rounds or multiple events within a match there is only one task and that is to win the match. There is a challenge for every arena on every difficulty level.

The table below shows the structure for each arena (the Standard one and the 5 that can be unlocked) that the game mode can be played on. As with all modes the player cannot play the Silver difficulty level until the Bronze one is completed and the Gold difficulty cannot be played until the Silver has been completed. This applies to each arena as a separate entity.

DIFFICULTY	WIN
Bronze	Secret issued and challenge ends
Silver	Secret issued and challenge ends
Gold	Secret issued and challenge ends

Reward

A secret is issued when the player defeats all three computer controlled robots on any given difficulty level in any given arena for the first time.



Saving

Mayhem mode is the least complex mode, structurally speaking, and the only thing that will have to be saved is whether or not the player has won, and therefore been issued with a trophy and a secret.



GAUNTLET STRUCTURE

Outline

Set in an underground car park, this mode is used to teach the player how to control their robot and how to perform special moves. It features many of the familiar robotic trials such as Slalom and Skittles but all inside special training zones. Successfully completing a trial within the Gauntlet arena will unlock a secret based upon the task completed. However, this should not be looked on as a fully-fledged game mode but more an aid to allow the player to get the most from the game. The player's enjoyment of this mode will come from the tasks set not being simple to complete to the level demanded for a secret reward, thus giving the player the incentive to practice harder. In order for a player to gain statistics on their robot they will have to run it through the Gauntlet (Training mode) first, thus forcing them to explore this mode.

All rewards from the Gauntlet (Training mode) will be given as secret components based upon the trial that is overcome. The player will not be rewarded with some mysterious improvement to their robot's ability; they will simply unlock a secret component. In order to use any robot part gained the player will have to take their robot into the workshop and edit it to attach the new component.

Details In A Nutshell

MODE	Gauntlet (Training mode)
HOUSE ROBOTS	None (except Sumo Bash against Shunt)
PLAYER BUILT ROBOTS	Yes
ARENAS USED	Car Park
ARENA CHOICE	None
ASSOCIATED SECRETS	See SECRETS ALLOCATION
DIFFICULTY SETTING	Bronze, Silver and Gold which must be beaten in order
NUMBER OF COMBATANTS	1
MAXIMUM DURATION	Subject to testing

Structure

This game mode is divided into six tests that challenge the player's skill and judgement. Each one can be played at the three different difficulty settings and as ever the player cannot play Silver until Bronze is complete, or Gold until Silver is complete.

TEST:	Slalom
OBJECTIVE:	A series of cones are set up in the arena and the player must zigzag their robot through them in the shortest time possible without knocking over any of the cones. A consummate test of precision steering against the clock. Knocking over a cone is an instant failure
BRONZE TARGET:	Complete course in 90 seconds
SILVER TARGET:	Complete course in 60 seconds
GOLD TARGET:	Complete course in 30 seconds



TEST:	Skittles
OBJECTIVE:	Skittles are dotted around the arena and the player must knock them all over in a limited amount of time
BRONZE TARGET:	Knock over all skittles in 90 seconds
SILVER TARGET:	Knock over all skittles in 60 seconds
GOLD TARGET:	Knock over all skittles in 30 seconds

TEST:	Long Jump
OBJECTIVE:	The player must drive onto a flipper, which will fling them through the air on contact. The faster they are going the longer they will jump on contact with the flipper. However, the run up to the flipper is not clear so the player has to be pretty good on the controls to hit the flipper straight
BRONZE TARGET:	Jump 2 arbitrary units
SILVER TARGET:	Jump 3 arbitrary units
GOLD TARGET:	Jump 4 arbitrary units

TEST:	Sumo-Basho
OBJECTIVE:	The famous Shunt makes an appearance in the arena in a ring. The player must attempt to force the mighty robot from the ring. Of course, Shunt will be trying to push the player out of the ring
BRONZE TARGET:	Stay in ring for 1 minute or knock out Shunt
SILVER TARGET:	Stay in ring for 1 minute and 30 seconds or knock out Shunt
GOLD TARGET:	Stay in ring for 2 minutes or knock out Shunt

TEST:	Dump
OBJECTIVE:	Several objects are scattered around the arena of various size and weight. Each one must be shoved into the pit. Some objects will be so heavy that the player must take a run up to knock it a little way and then repeat the action
BRONZE TARGET:	Clear arena in 90 seconds
SILVER TARGET:	Clear arena in 75 seconds
GOLD TARGET:	Clear arena in 60 seconds

TEST:	Drop Zone
OBJECTIVE:	A barrel will fall into the arena and the player must ram into it to destroy it, at which point another barrel will fall into the arena. However, some barrels are full of nitro-glycerine and these will explode on contact. These barrels remain in the arena as hazards for 15 seconds while other barrels continue to fall
BRONZE TARGET:	Smash 20 crates in 2 minutes
SILVER TARGET:	Smash 30 crates in 2 minutes
GOLD TARGET:	Smash 40 crates in 2 minutes



Reward

Each test, when completed, will issue the player with a Secret and the player will have access to the next level of difficulty in that test.

Saving

The player's status will be saved after each test is completed.



METAL KINGDOM STRUCTURE - **MULTIPLAYER**

Outline

This game mode requires the player seeking to be the winner to stay in the ring and stay alive for as long as possible while being shunted around and smashed up by the other three robots. No matter how many players are linked there are always 4 robots in the ring doing battle. If there are only two humans playing then there will be two AI All-Star robots and if there are three humans playing then there will be one AI All-Star robot. Before the bout begins one of the players must choose to be the challenger for the crown. The other three robots will then attempt to smash that robot to pieces. The only true winner that there can be is the king that keeps his crown.

Details In A Nutshell

MODE	Metal Kingdom
HOUSE ROBOTS	None
PLAYER BUILT ROBOTS	None
ARENAS USED	Any
ARENA CHOICE	Any unlocked
ASSOCIATED SECRETS	None
DIFFICULTY SETTING	N/A
NUMBER OF COMBATANTS	4
MAXIMUM DURATION	5 Minutes
LINK TYPE	Multi Game Pak

Structure

One game is played and either the King wins or the other three players win as a collective.

Reward

Victory is the only reward; there are no associated trophies or secrets.

Saving

There is no need to save any status from this mode.



MAYHEM STRUCTURE - MULTIPLAYER

Outline

This is a Multi Game-Pak multi-player event. Any 4 robots can be thrown into any arena to fight until there is only one robot left; the last robot standing is the winner. Players can use any of the robots on offer and should two or more choose the same one then the colours will be changed so each player knows which robot they are. No loss of detail is anticipated in this mode: arenas and robots will be just as they are in other modes, however no House Robots will be in the arena. Secrets cannot be unlocked in this mode as it is intended purely as a combat arena.

Details In A Nutshell

MODE	Mayhem
HOUSE ROBOTS	None
PLAYER BUILT ROBOTS	None
ARENAS USED	Any
ARENA CHOICE	Any unlocked
ASSOCIATED SECRETS	None
DIFFICULTY SETTING	N/A
NUMBER OF COMBATANTS	2-4
MAXIMUM DURATION	5 Minutes
LINK TYPE	Multi Game Pak

Structure

One game is played and a winner declared.

Reward

Victory is the only reward; there are no associated trophies or secrets.

Saving

There is no need to save any status from this mode.



GRUDGE MATCH STRUCTURE

Outline

This is where players can challenge each other using the game's multi-Game Pak and Link-Cable support for the chance to win a secret item from their opponent. Once the link has been established the players choose an item from each other's Game Pak that they wish to play for, this could be anything from a robot part to an arena. Whoever wins the match has their chosen object unlocked on their Game Pak. Note that, to make things fair and to lower the gambling tone, the losing player gets to keep the item that was won from them and the term "Trading" will be used. The two players can use exactly the same robot if that is their choosing.

The House Robots will feature in this game mode to make any arena more savage and dangerous. As for the arena choice this is made by the game, choosing at random from all those that are unlocked on Player 1's Game Pak. Secrets cannot be unlocked in this mode, only won from the opponent.

The player will not be able to play this game mode against an AI controlled computer robot as there is not point - if they want to practice playing against one of the All-Star robots they can play a two robot version of the Mayhem game mode. Grudge Match is purely for two players fighting over robots parts. That said if the two combatants agree they will be able to choose to gamble for none of the parts on offer. Should one of the players have nothing unlocked then this will be the only choice for their opponent anyway.

Details In A Nutshell

MODE	Grudge Match
HOUSE ROBOTS	2
PLAYER BUILT ROBOTS	Yes
ARENAS USED	Any
ARENA CHOICE	Any unlocked
ASSOCIATED SECRETS	Any won from opponent
DIFFICULTY SETTING	N/A
NUMBER OF COMBATANTS	2
MAXIMUM DURATION	5 Minutes
LINK TYPE	Multi Game Pak

Structure

One game is played and a winner declared. The winner then wins the Secret which they wanted from the other player's cartridge.

Reward

If playing for a Secret then victory wins this off the other player's cartridge.

Saving

Secrets won are added to the player's stash of Secrets.



SECRET ITEMS

Thanks to the randomising and trading of robot parts the game has a strong "Gotta catch 'em all" element to it, made famous by Pokémon. This appeals strongly on a psychological level not only to the target age group, but also to most people. By introducing a "collecting" element into the game we will give players extra impetus to play through the game in its entirety and discover all the hidden bonuses within the game. Only through hard play and dedication to the game will players unlock everything it has to deliver in terms of rewards and fun.

What's Secret?

Absolutely anything can be secret in this game and most of it will be. The following is a list of the different types of item that can be unlocked:

All-Star Robots

Not all of the All-Star robots will be available at the start of the game, after all, everyone really wants to play as one of the super successful robots like Hypno-Disc or Chaos II but this would mean they never got to grips with the others. Therefore, they won't be able to play with the better ones straight away.

Weapons

The player must earn the better weapon options; if they want a claw that's as powerful as Razer's then they're going to have to earn it.

Armour

If a player got the chance to use Kevlar at the start of the game then they'd swan through the early stages with ease. Instead the Kevlar armour will be unearthed only when the player really needs it, and the same with all the other quality armour materials.

Chassis

Some Chassis are better than others, but the player has to earn them.

Traction

Traction systems available limit the variants of robot that can be built so the player will have to earn the right to serious diversity.

Power

More powerful motors allow for greater ramming speed and a better chance of avoiding everything from Sir Killalot's lance to the dreaded pit. Only puny motors will be available from the outset.

Arenas

Except for the Standard Arena and Gauntlet (Training mode) Arena the arenas are hidden away as rewards. When all the arenas are unlocked and defeated the player also gains access to the Arena Editor.



Parts Trading

The process of playing to win new robot parts from an opponent is simple and may only take place in the Grudge Match Link-Up mode, which requires both players to be in possession of the game. Before the match between the two players gets under way each player must select one robot component from the other player's robot that they wish to receive if they win (although players may choose to gamble for nothing if they choose). So, Player 1 will select an item used on Player 2's robot that they wish to gain if they beat Player 2 and vice versa. When looking through these components the player will be able to review its statistics in order to be better informed in their choice. Whichever player wins is told that they have won the match and won the robot part that they desired, and also the fact that they can now use that robot part. The loser is informed of the fact that they have won nothing but have not lost the ability to use the robot part that their opponent has won the use of. The winner is then able to use their new robot part in any future robot that they build.

Any player that loses their Grudge Match should not be too disheartened, as they will not actually lose the use of the part that their opponent has won. Instead it is just a case of the opponent gaining that part and any competitive edge that it may carry.



SECRETS ALLOCATION

This section details how the player will be able to uncover the various Secrets that are held within the game. As has been stated, secrets are not just robot parts but also Arenas, Special Moves and All-Star Robots.

The issuing of Secrets in this game will not be done along a rigid system where doing one thing always results in being given the same reward. Instead, each secret is assigned a value from 2-4 and each Secret unlocking opportunity is also given a value from 2-4. When the player accomplishes something, e.g. wins the Bronze Tournament, they are given a Secret with a value of 2, e.g. a Grade 2 Flipper - a weapon which is much more potent than the Grade 1 Flipper.

However, there are two exceptions to this system: the Arenas are unlocked in specific places as a random assignment may actually prevent the player from being able to complete the game. Also, the Gold Parts stand apart from the normal structure and are all secreted away in special events that are detailed in the GOLD ROBOT section.

The following sections outline the unlocking requirements of each game mode.

Tournament

Winning the Tournament (which is only played in the Standard Arena) Final awards the player with a Secret but none of the lesser rounds of the competition do.

DIFFICULTY	SECRET GRADE
Bronze	Chassis: Rollover
Silver	Traction: 6 Wheels
Gold	Special Move: Strike Attack

Total secret location slots: 3



Metal Kingdom

Metal Kingdom is a game mode based upon the idea of staying alive in a hostile arena for as long as possible. The matches only stretch to 6 minutes as the 3-1 nature of the mode means that surviving just one minute will be an accomplishment. A secret is issued after 3 minutes and then after 6 minutes when the match ends. This applies to all 6 arenas and all 3 of the difficulty modes.

STANDARD ARENA

DIFFICULTY	3 MINUTE SECRET	6 MINUTE SECRET
Bronze	Traction: Tracks	Arena: Melting Pot
Silver	Weapon: Flipper Grade 3	Special Move: Thunder Charge
Gold	Power: 800W, 12V (1) Grade 4	All Star Robot: Destructive Criticism

ACID BATH ARENA

DIFFICULTY	3 MINUTE SECRET	6 MINUTE SECRET
Bronze	Weapon: Flipper Grade 2	Power: 650W, 12V (1) Grade 2
Silver	Weapon: Circular Saw Grade 3	Power: 750W, 12V (1) Grade 3
Gold	Armour: Steel	Weapon: Spikes Grade 4

SUB ZERO ARENA

DIFFICULTY	3 MINUTE SECRET	6 MINUTE SECRET
Bronze	Special Move: Stealth Camouflage	All Star Robot: Thermidor II
Silver	Weapon: Inertia Disc Grade 3	Arena: Acid Bath
Gold	Weapon: Flipper Grade 4	Weapon: Circular Saw Grade 4

MELTING POT ARENA

DIFFICULTY	3 MINUTE SECRET	6 MINUTE SECRET
Bronze	Weapon: Axe Grade 2	Power: 650W, 24V (2) Grade 2
Silver	Power: 750W, 24V (2) Grade 3	All Star Robot: Hypno Disc
Gold	Power: 800W, 24V (2) Grade 4	All Star Robot: Tricerabot 3.0

SANDSTORM ARENA

DIFFICULTY	3 MINUTE SECRET	6 MINUTE SECRET
Bronze	Weapon: Lance Grade 2	Weapon: Srimech Grade 2
Silver	Weapon: Mandibles Grade 3	Weapon: Lance Grade 3
Gold	All Star Robot: Panzer Mark 4	Arena: Warlord



WARLORD ARENA

DIFFICULTY	3 MINUTE SECRET	6 MINUTE SECRET
Bronze	Weapon: Spikes Grade 2	Weapon: Inertia Disc Grade 2
Silver	Weapon: Spikes Grade 3	Weapon: Axe Grade 3
Gold	Weapon: Inertia Disc Grade 4	Weapon: Axe Grade 4

Total secret location slots: 32



Mayhem

Mayhem matches only yield a secret for a win which means that there is one secret for each difficulty mode in each arena.

STANDARD ARENA

DIFFICULTY	SECRET
Bronze	Armour: Titanium
Silver	Power: 750W, 36V (3) Grade 3
Gold	All Star Robot: Razer

ACID BATH ARENA

DIFFICULTY	SECRET
Bronze	All Star Robot: Wheely Big Cheese
Silver	Arena: Sandstorm
Gold	All Star Robot: Rosie The Riviter II

SUB ZERO ARENA

DIFFICULTY	SECRET
Bronze	Weapon - Circular Saw Grade 2
Silver	All Star Robot - Pussycat
Gold	Power: 800W, 36V (3) Grade 4

MELTING POT ARENA

DIFFICULTY	SECRET
Bronze	Arena: Sub Zero
Silver	Weapon: Drill Grade 3
Gold	Weapon: Lance Grade 4

SANDSTORM ARENA

DIFFICULTY	SECRET
Bronze	Power: 3 650W, 36V (3) Grade 2
Silver	Special Move: Berserk
Gold	Weapon: Mandibles Grade 4

WARLORD ARENA

DIFFICULTY	SECRET
Bronze	Special Move: CPZ Evasion
Silver	Armour: Perspex
Gold	Arena: Arena Editor

Total secret location slots: 18



Gauntlet

Every Gauntlet event has a secret attached to it for each difficulty level.

Slalom

DIFFICULTY	SECRET
Bronze	Weapon: Drill Grade 2
Silver	All Star Robot: Chaos II
Gold	Weapon: Drill Grade 4

Skittles

DIFFICULTY	SECRET
Bronze	Weapon: Mandibles Grade 2
Silver	Weapon: Claw Grade 3
Gold	Weapon: Srimech Grade 4

Long Jump

DIFFICULTY	SECRET
Bronze	Power: 650W, 48V (4) Grade 2
Silver	Power: 750W, 48V (4) Grade 3
Gold	Power: 800W, 48V (4) Grade 4

Sumo-Basho

DIFFICULTY	SECRET
Bronze	Armour: Aluminium
Silver	Weapon: Srimech Grade 3
Gold	All Star Robot: Propeller Head

Dump

DIFFICULTY	SECRET
Bronze	All Star Robot: Tornado
Silver	Armour: Polycarbonate
Gold	Armour: Kevlar

Drop Zone

DIFFICULTY	SECRET
Bronze	Weapon: Claw Grade 2
Silver	Special Move: Automatic Opponent Lock On
Gold	Weapon: Claw Grade 4

Total secret location slots: 18



Gold Robot

The Gold Robot parts are won in some mysterious places, well hidden and only available to the most ruthless players.

Gold Slot 1: Gold Tournament Rerun

Player undertakes Gold Tournament again and must face the House Robots!

Gold Slot 2: Metal Kingdom Revisited

When all Metal Kingdom cups are won then playing any arena again will see the player against the House Robots.

Gold Slot 3: Mayhem Revisited

When all Mayhem cups are won then playing any arena again will see the player against the House Robots.

Gold Slot 4: Take No Damage

Win each Tournament final without taking any damage.

Gold Slot 5: Flip All House Robots

Flip all the House Robots.



The following tables provide reference for all the Secrets that come under the three different quality-grading types that are in the above tables.

GRADE 2 SECRETS	
CHASSIS (1):	<ul style="list-style-type: none"> • Rollover
TRACTION SYSTEM (1):	<ul style="list-style-type: none"> • Tracks
POWER (4):	<ul style="list-style-type: none"> • 650W, 12V (1) • 650W, 24V (2) • 650W, 36V (3) • 650W, 48V (4)
ARMOUR (2):	<ul style="list-style-type: none"> • Aluminium • Titanium
WEAPON (10):	<ul style="list-style-type: none"> • Grade 2 Flipper • Grade 2 Axe • Grade 2 Lance • Grade 2 Drill • Grade 2 Spikes • Grade 2 Claw • Grade 2 Saw • Grade 2 Pincers • Grade 2 Disc • Grade 2 Srimech
SPECIAL MOVES (2):	<ul style="list-style-type: none"> • Stealth Camouflage • CPZ Evasion
ALL-STAR ROBOT (3):	<ul style="list-style-type: none"> • Thermidor II • Tornado • Wheely Big Cheese
EVENT LOCKED SECRETS (2): (FOR REFERENCE)	<ul style="list-style-type: none"> • Sub Zero Arena • Melting Pot Arena
TOTAL WITH EVENT LOCKED:	<ul style="list-style-type: none"> • 25
TOTAL WITHOUT EVENT LOCKED:	<ul style="list-style-type: none"> • 23



GRADE 3 SECRETS	
CHASSIS (0):	<ul style="list-style-type: none"> • -
TRACTION SYSTEM (1):	<ul style="list-style-type: none"> • 6 Wheels
POWER (4):	<ul style="list-style-type: none"> • 750W, 12V (1) • 750W, 24V (2) • 750W, 36V (3) • 750W, 48V (4)
ARMOUR (2):	<ul style="list-style-type: none"> • Perspex • Polycarbonate
WEAPON (10):	<ul style="list-style-type: none"> • Grade 3 Flipper • Grade 3 Axe • Grade 3 Lance • Grade 3 Drill • Grade 3 Spikes • Grade 3 Claw • Grade 3 Saw • Grade 3 Pincers • Grade 3 Disc • Grade 3 Srimech
SPECIAL MOVES (3):	<ul style="list-style-type: none"> • Berserk • Thunder Charge • Automatic Opponent Lock-On
ALL-STAR ROBOT (3):	<ul style="list-style-type: none"> • Hypno-Disc • Chaos II • Pusycat
EVENT LOCKED SECRETS (2): (FOR REFERENCE)	<ul style="list-style-type: none"> • Sandstorm Arena • Acid Bath Arena
TOTAL WITH EVENT LOCKED:	<ul style="list-style-type: none"> • 25
TOTAL WITHOUT EVENT LOCKED:	<ul style="list-style-type: none"> • 23



GRADE 4 SECRETS	
CHASSIS (0):	<ul style="list-style-type: none"> • -
TRACTION SYSTEM (0):	<ul style="list-style-type: none"> • -
POWER (4):	<ul style="list-style-type: none"> • 800W, 12V (1) • 800W, 24V (2) • 800W, 36V (3) • 800W, 48V (4)
ARMOUR (2):	<ul style="list-style-type: none"> • Kevlar • Steel
WEAPON (10):	<ul style="list-style-type: none"> • Grade 4 Flipper • Grade 4 Axe • Grade 4 Lance • Grade 4 Drill • Grade 4 Spikes • Grade 4 Claw • Grade 4 Saw • Grade 4 Pincers • Grade 4 Disc • Grade 4 Srimach
SPECIAL MOVES (1):	<ul style="list-style-type: none"> • Strike Attack
ALL-STAR ROBOT (6):	<ul style="list-style-type: none"> • Razer • Tricerabot 3.0 • Rosie The Riviter II • Propeller-Head • Destructive Criticism • Panzer Mk4
EVENT LOCKED SECRETS (5): (FOR REFERENCE)	<ul style="list-style-type: none"> • Warlord Arena • Arena Editor
TOTAL WITH EVENT LOCKED:	<ul style="list-style-type: none"> • 25
TOTAL WITHOUT EVENT LOCKED:	<ul style="list-style-type: none"> • 23



MULTIPLAYER ISSUES

Three game modes will be available to those wishing to have multiplayer battles of RW and these have already been discussed in Multiplayer Game Modes earlier in the document. However, some issues remain and pertain directly to multiplayer games modes and they are covered in this section.

Matching Robots

There is no reason why two players should not play as the same robot, be they All-Star constructions of robots of the player's own design. After all, it is not unheard of for similar robots to go up against each other in the TV series and there is no good reason why this should be different in the game. We simply allow players to challenge each other on a completely level playing field should they be in a position to do so.

Should two players be the same robot the colourings of each will be adjusted so that there is no confusion about who's who. This is an easy task with polygons as we can change the base colour and therefore make the base colour (by which we mean the foundation colour of the whole robot and not the colour of its underside) of each robot to that which is predetermined by the players number - the link-cable defines (and has numerals to indicate so) as 1, 2, 3 or 4. The colouring for each robot, as defined by its link-cable connection will be as follows:

PLAYER 1:	Red
PLAYER 2:	Blue
PLAYER 3:	Green
PLAYER 4:	Grey

In order to impress upon the player which colour they are (by far the most important thing for the player to know in such a situation) the opening sequence in the arena will involve the camera circling around the player's robot through 360 degrees. In this time the player will be able to appreciate the tint of their robot.

Nintendo Information

The following information is taken directly from Nintendo and clearly defines the operations and requirement of multi-player cartridges on the GBA. Note that the official development of AGB is used to refer to the console, and not the popular term of GBA, in this information.

Support for AGB Game Link Cable (Nintendo Submission Standards)

If the communication cable is supported, please attach a document that includes the game specifications and a detailed explanation of the communication functions used.

Following the example below, check if Multi-Game Pak mode is supported (*1), if Single Game Pak mode is supported (*2), number of players supported, etc.

Example:



This is a car racing game. If two people have the same game two people can play, if three people have the same game three can play, and if four have the same game four can play. If only one person has a Game Pak, up to three people can play a specific course (one level), which is not in the normal modes. Additionally, in this Single Game Pak Mode if the software is inserted in the slave, you can load your custom made car and race on this special course against others' customized cars. If no software is inserted in the slave, you can only select the default car(s).

Using the above example the form would be completed as follows:

	Multi Game*1 Pak Support	N	Y	2	3	4 Player Support	
				Same Game Other Game (Title: _____)			
				2	3	4 Player Support	
Supports AGB Game Link Cable	Single Game*2 Pak Support	N	Y	Number of Game Paks Supported		1	2
						3	4
				Same Game Other Game (Title: _____)			
				Difference in game with number of Game Paks (*3)		N	Y
				If you answered "Y" to both *1 and *2 above, is there a difference in specifications for Multi Game Pak Mode and Single Game Pak Mode?		N	Y

- **Multi-Game Pak Support:** This game supports Multi Game Paks so check "Y".
- **Players Supported:** From 2 to 4 players can play so check 2, 3, and 4.
- **Supported Games:** Only communication between the same game are supported so check "Same Game".

(If the game can be connected with another game title, please check "Other Game" and specify the game title.)

- **Single Game Pak Support:** This game supports 1 Game Pak so check "Y".
- **Players Supported:** From 2 to 3 players can play so check 2 and 3.
- **Number of Game Paks Can Use:** Possible to load saved data from a maximum of 3 peoples' Game Paks, so check 1, 2, and 3.
- **Supported Games:** Only communication between the same game title is supported so check "Same Game".

(If the game can be connected with another game title, please check "Other Game" and specify the game title.)

- **Difference in specifications with different number of Game Paks:** In this game, the difference is that if you have a Game Pak you can load saved data so check "Y".
- **Difference between Multi-Game Pak and Single Game Pak:** In this game, there is a difference in the courses and number of players supported for both game modes so check "Y".
- **<*1> Multi-Game Pak Support:** Specifications call for a Game Pak to be inserted for all AGBs connected by the communication cable.
- **<*2> Single Game Pak Support:** Specifications allow for game play with a fewer number of Game Paks than there are AGBs attached with the AGB Link cable. (A game supporting Single Game Pak Mode has specifications that call



for the game program being downloaded from the master Game Pak and executed, even if multiple Game Paks are supported.)

Author's note: Nintendo do not issue Technical Design of the same detail as Sony so much has to be inferred from games that has passed Nintendo approval. Therefore, all systems will be modelled on what has gone before to limit submission risk.



HAZARD 4:	CO2 jets
HAZARD 5:	Flipper
HAZARD 6:	Disc of Doom

Car Park

This is not an arena as such it is more of a proving ground for robots and somewhere that a player can become accustomed to a robot's characteristics without being under constant threat. The player must also take a robot into this area in order for the player to be given a statistical overview of its abilities. This arena will be constructed so that various tests can be undertaken by the player to see just how good their robot control is.

GRAPHICAL STYLE:	Underground car park including parking bays
DIMENSIONS:	18m long x 15m wide (we may need to change the dimension to make the arena square instead of rectangular)
HAZARD 1:	Variable
HAZARD 2:	Variable
HAZARD 3:	Variable
HAZARD 4:	Variable
HAZARD 5:	Variable
HAZARD 6:	Variable

Arenas to Unlock

As well as this standard competition arena, there will be five alternative arenas that the player can unlock as they progress through the game.

Melting Pot

This arena features the hazards of the heat of an iron foundry. Channels of red hot metal bubble through the arena and red-hot sparks dance across the floor. Any robot that fails to keep fresh air flowing over it by constantly moving around the arena is liable to catch alight in this inferno. Pneumatic systems have increased potency as the gas is under extra pressure. The owners of the foundry have organised their own competition to find technologies that might save them from risking their staff in the hazardous conditions.

GRAPHICAL STYLE:	Metallic floor with four covered channels of red hot metal that lead to a central pit
DIMENSIONS:	18m long x 15m wide (we may need to change the dimension to make the arena square instead of rectangular)
HAZARD 1:	Pit of red hot metal with associated switch
HAZARD 2:	Drop Zone
HAZARD 3:	Flame jets
HAZARD 4:	Steam jets
HAZARD 5:	Flipper
HAZARD 6:	Disc of Doom
SPECIAL FEATURE:	Robots that remain static for more than 10 seconds will spontaneously combust, causing them fire damage. Speedy driving extinguishes flames. Temperature boosts pneumatic



	pressure!
--	-----------

Acid Bath

This arena features the hazards of a galvanising plant, rivers of foaming green acid bubble through channels in the floor and splashes of the corrosive liquid spit out and onto any unwary robots. Any robot that are hit by the acid will suffer not just a one hit of damage but for a period of several seconds worth as the acid eats into it. The owners of the plant have organised their own competition to find technologies that might save them from risking their staff in the hazardous conditions.

GRAPHICAL STYLE:	Metallic floor with four covered channels of acid that lead to a central acid pit
DIMENSIONS:	18m long x 15m wide (we may need to change the dimension to make the arena square instead of rectangular)
HAZARD 1:	The acid pit with its associated activation switch
HAZARD 2:	Drop Zone
HAZARD 3:	Acid jets
HAZARD 4:	CO2 jets
HAZARD 5:	Flipper
HAZARD 6:	Disc of Doom
SPECIAL FEATURE:	The acid continues to damage the robot even when it's clear of the acid jet. The acid burns for two seconds after jet is exited

Sub Zero

A nitrogen manufacturing plant plays host to this freezing cold arena. Traction is reduced in this hostile environment, making fast manoeuvring extremely difficult but enormously fun. Armour is weakened by contact with the jets of nitrogen in this harsh arena. The owners of the plant have organised their own competition to find technologies that might save them from risking their staff in the hazardous conditions.

GRAPHICAL STYLE:	Ice covered metal
DIMENSIONS:	18m long x 15m wide (we may need to change the dimension to make the arena square instead of rectangular)
HAZARD 1:	The pit of nitrogen with its associated activation switch
HAZARD 2:	Drop Zone
HAZARD 3:	Nitrogen jets
HAZARD 4:	CO2 jets
HAZARD 5:	Flipper
HAZARD 6:	Disc of Doom
SPECIAL FEATURE:	The cold temperature of the arena reduces traction and makes the floor slippery. Nitrogen jets weaken armour for 5 seconds

Sandstorm

Set in an oil refinery this arena is choked with dust thrown up by sandstorms. The sand makes it difficult to see and it infests the mechanical workings of the robots. Not only that but the visual feedback system that normally aids players is less reliable because of mirages. The owners of the refinery have organised their own competition



to find technologies that might save them from risking their staff in the hazardous conditions.

GRAPHICAL STYLE:	Desert proving ground
DIMENSIONS:	18m long x 15m wide (we may need to change the dimension to make the arena square instead of rectangular)
HAZARD 1:	Pit with its associated activation switch
HAZARD 2:	Drop Zone
HAZARD 3:	Sand jets
HAZARD 4:	Acid jets
HAZARD 5:	Flipper
HAZARD 6:	Disc of Doom
SPECIAL FEATURE:	The Visual Feedback system is unreliable with false readings where the arrow just points in the wrong direction

Warlord

This arena takes the Robot Wars off the planet earth and to Mars where a new RW arena has been built. Here two factors come into play, firstly the gravity is only 0.37 times that of earth so even the heaviest of robots (that means even Sir Killalot) can be flipped! Secondly it's cold, resulting in poor traction and the risk of seizing up for any robot that stands still for too long.

GRAPHICAL STYLE:	Red hued to reflect the planet
DIMENSIONS:	18m long x 15m wide (we may need to change the dimension to make the arena square instead of rectangular)
HAZARD 1:	Flame pit with its associated activation switch
HAZARD 2:	Drop Zone
HAZARD 3:	Steam jets
HAZARD 4:	Sand jets
HAZARD 5:	Flipper
HAZARD 6:	Disc of Doom
SPECIAL FEATURE:	Gravity 0.37 times that of earths makes everything a flipping target

Total Arenas

There are a total of 6 arenas in the game (including the Standard arena) and the Car Park for the Gauntlet (Training mode), although this is not really a fully-fledged arena in the normal sense as no bouts take place in it.

Hazards

In the descriptions above several hazards are listed. Some of these hazards are well known from the TV series but others are new and have been introduced for the new arenas. The tables below detail the properties of these hazards and also give a full listing of all the arena hazards that will feature in the game.



Jets

HAZARD	APPEARANCE	FLOOR MOUNTED	WALL MOUNTED	EFFECT	SECONDARY EFFECT
FLAME JET	Fire	Y	Y	Damages non-metallic armour	-
ACID JET	Green gas	Y	Y	Corrosive damage to armour	Corrosion persists for 2 seconds after exiting jet
CO2 JET	White gas	Y	Y	Obscures view of robot	-
NITROGEN JET	White gas with a hint of blue	Y	Y	Makes armour brittle and weaker	Weakness only lasts for 5 seconds as armour reheats
STEAM JET	Grey/white gas	Y	Y	Temporary electrical short circuits lead to erratic robot behaviour	-
SAND JET	Sand	Y	Y	Increases chance of failure on drive train	-

Pits

HAZARD	APPEARANCE	FLOOR MOUNTED	WALL MOUNTED	EFFECT
STANDARD PIT	Block hole	Y	N	Immobilises robot
FLAME PIT	Molten metal	Y	N	Immobilises robot
ACID PIT	Bubbling acid	Y	N	Immobilises robot
NITROGEN PIT	Semi white liquid	Y	N	Immobilises robot
SWITCH	Yellow circle	N	Y	Opens pit

Other

HAZARD	APPEARANCE	FLOOR MOUNTED	WALL MOUNTED	EFFECT
FLIPPER	Hazard motif to demonstrate react	Y	N	Catapults robot
CIRCULAR SAW	Spinning blade	N	Y	Cuts into robot
DROP ZONE	Hazard warning motif	Y	N	Object falls onto robot
RISING SPIKES	Hydraulic spikes rise from floor	Y	N	Spikes overturn and impale robots
DISC OF DOOM	Disc on floor			Spins robot around
DISC SWITCH	Red circle	Y	N	Activates DoD

Floor

The arena floor needs to be “tiled” to some extent due to the limitation of the GBA’s screen mode only allowing 256 unique 8x8 pixel characters. Currently the floor texture uses large tiled areas to imitate the sectioned panelling of the arena in the TV



show. However, this effect could be changed so that each section blends into the next, creating a smoother, less grid-like look for the floor.

Surround

There will be a (static) wall around each of the arenas. This means that we can theme even the walls of each arena to make each look different and avoid any feeling of déjà vu in the player. Obviously, all wall designs will need to be approved by Mentorn well in advance of GMC.



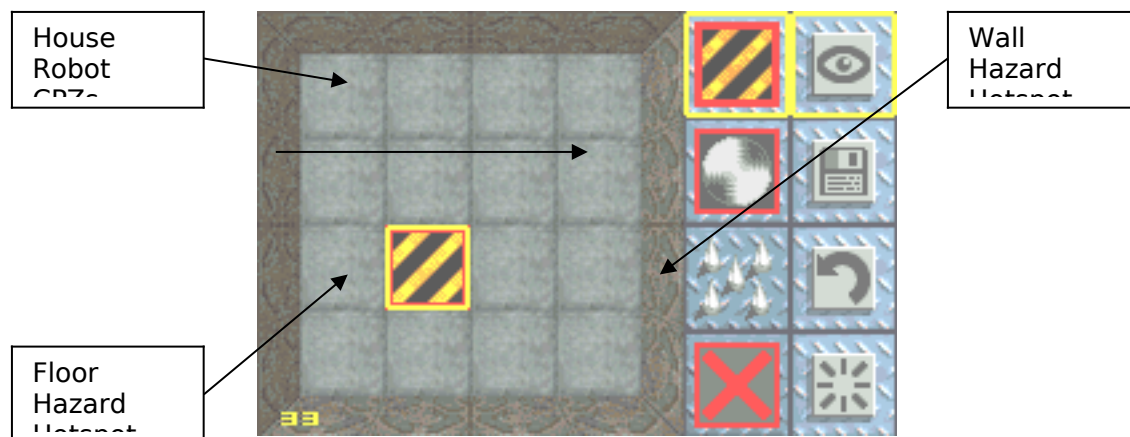
ARENA EDITOR

When a player has been victorious in all of the arenas they are rewarded with the ability to edit their own arena. Due to the restrictions of the GBA this will not be a wholesale foundation-up construction process. Instead, a set of "Hotspots" will feature on the arena and each of these can be occupied by a hazard of the player's choosing, or none at all if that is what the player desires. In this way the player will be able to define how many hazards there are (the maximum number being defined by the number of Hotspots available), their distribution and their type. In this way the player can fully sculpt the dynamics of the hazards within the arena and essentially govern its whole threat capability.

What follows is an example of how the Arena Editor will work in the game. It should be noted that, although the mechanisms of the functionality are accurate to how the editor is envisioned the details of how many hotspots will be available and what the actual hazards are is still subject to change as we are awaiting the final details of the standard RW arena.

Empty Arena

The following diagram shows the arena in its completely blank state; only the CPZs are marked, as these cannot be altered in terms of their position in the arena.



CPZs

In the corners the four House Robot CPZs can be seen where the house robots will be located in the arena. Players cannot alter these in any way.

Wall Hazard Hotspots

The grey-sided squares on the walls (please note that all four walls are available for population in the game) can have hazards attached to them, such as the angle grinders or the switch for the pit.

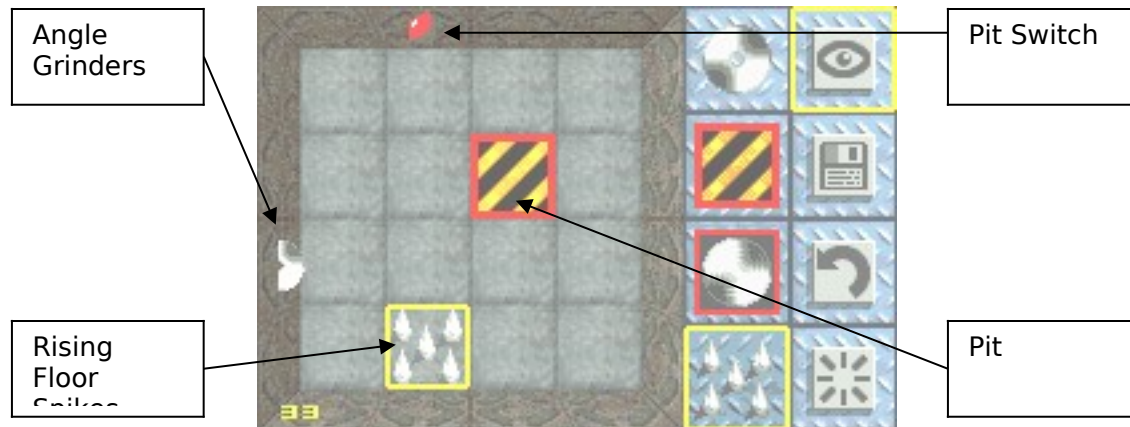


Floor Hazard Hotspots

The grey edged floor squares can be populated by hazards such as the pit, floor spikes and flame plumes.

Populated Arena

After the player has been presented with an empty arena they can populate it in any way they wish (within a few limits) using the arena hazards that are on offer. The diagram below illustrates one of the many arenas that could be built by the player.



Arena Hazards

The following is an unconfirmed list of the hazards that will be available to the player to place in their custom arena. For the specifics of what type of plume or pit go with each Arena setting please see previous section.

Jet

Mounted in the floor or wall this hazard spews a plume of gas at any passing robot.

Pit (and Switch)

Before it is operational the pit must first be opened. This is done when a robot hits the activation switch on the wall. Any robot that finds itself stuck in the pit is regarded as immobilised.

Circular Saw

These wall-mounted disks rip and tear at any robot that comes into contact with them.

Spikes

Rising from the floor the spikes can temporarily immobilise a robot as well as causing damage to its underside. The spikes retract after a short time, releasing any robot impaled on them.



Drop Zone

Used by the House Robots once a robot has been counted out by the REFBOT. There is an X in the arena floor and once an immobile robot is placed on this an object will fall on it from the sky. Starting from the smallest and ranging to the largest the following items will be dropped:

OBJECT	PROBABILITY (%)
Toaster	21
PC Base Unit	18
Microwave Oven	15
VCR	12
TV	10
Oven	8
Fridge	6
Washing Machine	4
Grandfather Clock	3
Electric Organ	2
Piano	1

The probability for each object determines how likely it is to be used whenever the Drop Zone comes into play. The reason for this is to add a little bit of fun and something else for the player to look out for.

Flipper

Used by the House Robots, once a robot has been counted out by the REFBOT this hazard is powerful enough to catapult any robot high into the air.

Disc of Doom (and switch)

Activated by the competing robots during a fight by hitting the Disc button, this starts up a rotating disc that has small teeth on it. The idea being that any robot that drives over this will suffer damage and be thrown from its present course.

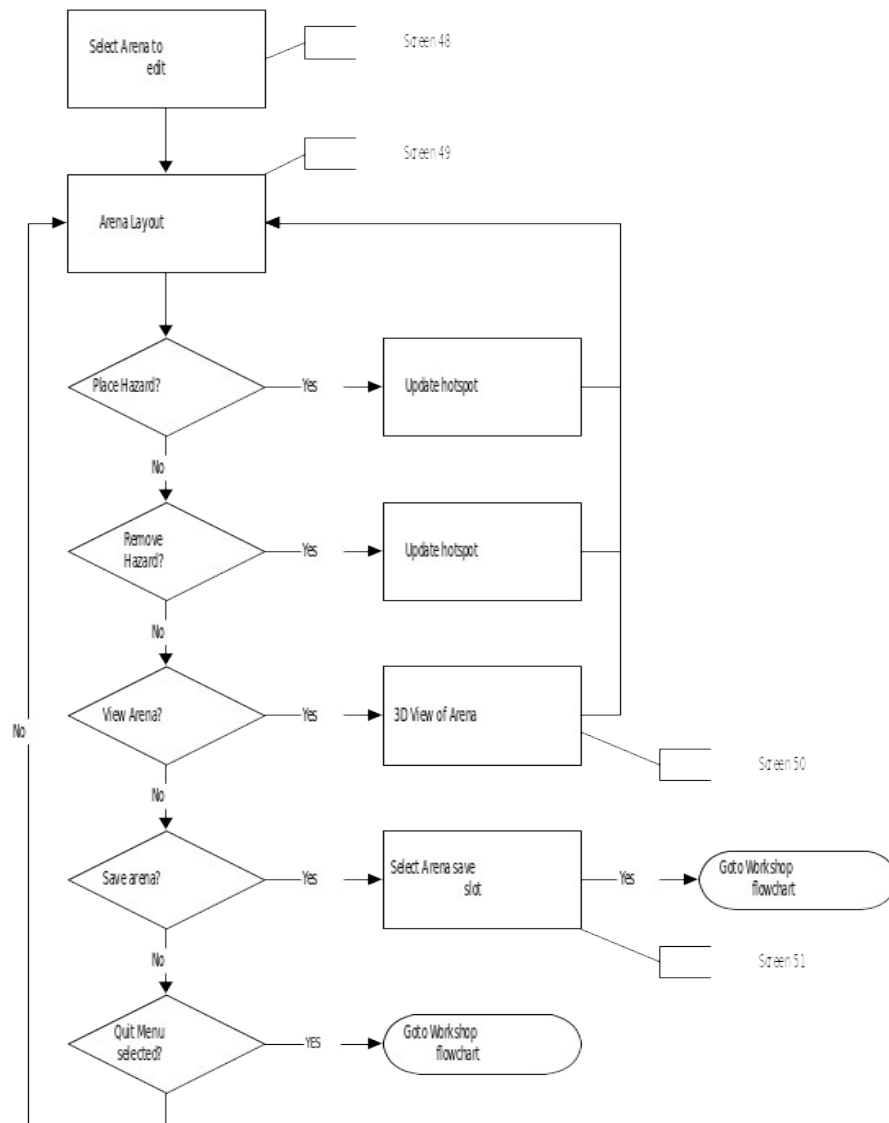


Functionality

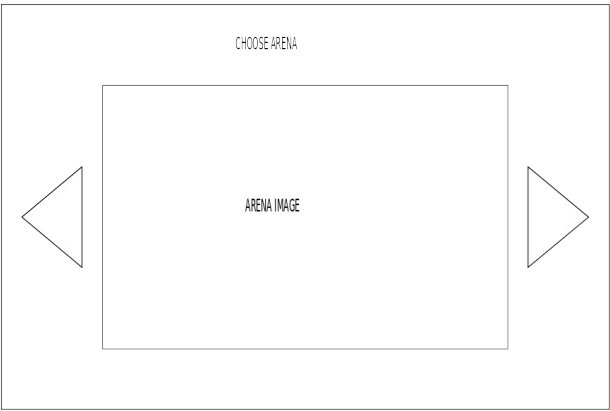
The functionality of the editor in terms of the controls used are hugely important; if the player cannot use it with ease then they won't bother. This section outlines the finer details of how this aspect of the game will operate.

Flowchart

The following flowchart is the same one seen in the Front End section and has been added here for quick reference to this part of the game.



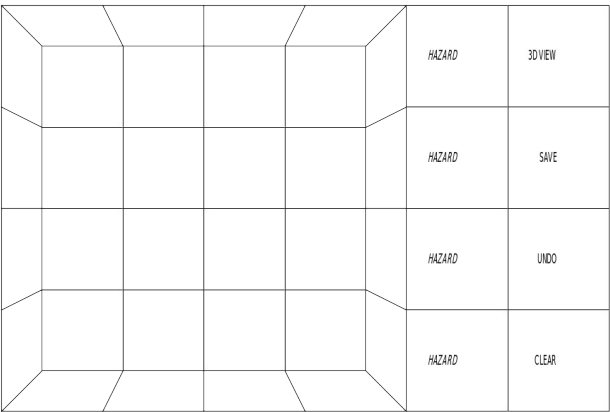
Arena Selection



By the time the player gains the Arena Editor they will have already been exposed to all of the arenas in the game and will therefore have all six (the Car Park is not included as a normal RW rules arena) available to them to edit. The arena selected not only dictates the visual appearance of the arena but also the exact nature of the hazards that are available within the arena.

KEYSTROKE	RESULT
UP:	Move highlight up
DOWN:	Move highlight down
LEFT:	N/A
RIGHT:	N/A
A:	Select highlighted arena
B:	Cancel back to the Workshop screen
L:	N/A
R:	N/A

Arena Editor Main Screen



The above screen shows a top-down representation of the arena. The walls, where certain hazards can be placed are also featured. This diagram is only representative of how the system will work; the exact number of hotspots is not yet defined. The grey squares are House Robot CPZs and the player cannot move their cursor over them or the adjacent wall sections.



The screen acts as a grid with a cursor showing on one square which the player can move using the d-pad. The sections marked on the walls act as part of the grid. The cursor is active and represents the hazard that is currently selected by the player. If the player wishes to change the type of hazard that they will place when they press "A" they can cycle through all the possibilities with the two shoulder buttons.

When the player presses "A" they will place their currently selected hazard type in that hotspot. If the player presses "B" over a hotspot that is occupied then the hazard that resides there will be removed. When the Pit or Disc of Doom is placed the cursor becomes a switch which must be placed on the wall.

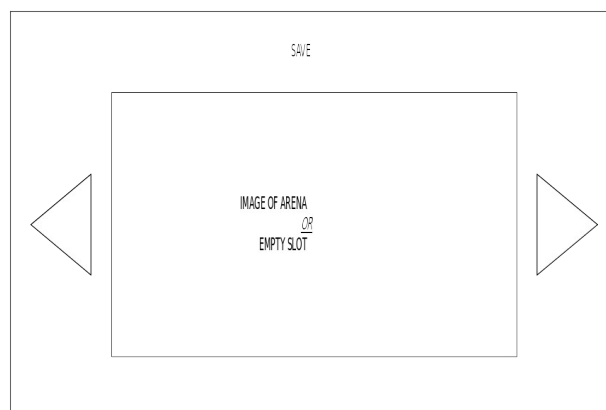
Should the player move the cursor to the left hand extremity of the 2D arena map then it will move off the map and onto the VIEW button. Pressing right on the d-pad will move the highlight off the button and back onto the map. The opposite is true for the SAVE button.

KEYSTROKE	RESULT
UP:	Move up one hotspot
DOWN:	Move down one hotspot
LEFT:	Move down one hotspot
RIGHT:	Move down one hotspot
A:	Place current hazard
B:	Remove hazard from hotspot
L:	Cycle through hazards
R:	Cycle through hazards

3D View

In this screen the player can peruse their handiwork in full 3D as it spins around elegantly, but it is not interactive.

Save Arena



If the player selects Save from the main screen then they are taken to the Arena Save screen as shown above. Here the following controls apply:



KEYSTROKE	RESULT
UP:	Move highlight up
DOWN:	Move highlight down
LEFT:	N/A
RIGHT:	N/A
A:	Save Arena to slot
B:	Cancel back to Arena Editor screen
L:	N/A
R:	N/A

Loading and Saving

Custom arenas are held within a save in the same way in which all the player data is, i.e. the arenas are not saved as a separate file type but as part of the bigger Save Slot in the same way in which player information and robots are. The save will contain the capacity for three custom arenas to be saved, although this has not yet been determined at a technical level. Each arena will occupy one of three positions but there will be no provision for the player to name their custom arenas.



HOUSE ROBOTS

The House Robots appear in the following game modes: Quickstart, Tournament and Grudge Match. They are not allowed to attack other robots unless a competitor breaches their CPZ (distinctly marked zones in the corners of the arena) in which case the House Robot in that CPZ will make every effort to attack the invader. These robots are significantly more potent than the contestant robots and pose a serious threat to any competitor engaging them. However, they add considerable variety to the dynamics of any match. The following sub-headings detail each of the robots.

Shunt

Shunt has a very low ground clearance which means that he is difficult to flip over. Shunt's main tactic is to push opponents around, as the bulldozer scoop has not proven to cause damage to competitors. However, the axe is effective and can punch holes in thick sheet steel and polycarbonate shells. Although Shunt is protected at the front and rear by weaponry, its sides are vulnerable to attack. As the name suggests, Shunt has good traction and high torque for potent pushing power.

Dimensions

- Weight = 105 kg
- Length = 1.3 m
- Width = 1.1 m
- Height = 0.7 m
- Maximum Speed = 16 Kph (10 Mph)

Weapons

- Diamond edged axe - 500 kg/cm/cm cutting force
- Bulldozer scoop
- Spiked shunting element

Materials

- Chassis - Steel
- Scoops - Steel
- Superstructure - Moulded fibreglass

Power

- 12-Volt Motor
- Cold fusion engine
- Two wheel drive

In A Nutshell

- **SHUNT**
- **WEIGHT:** 105KG
- **DIMENSIONS:** 1.3M X 1.1M X 0.7M
- **SPEED:** 10MPH
- **TURNING CIRCLE:** 0
- **CLEARANCE:** 5MM
- **POWER:** INTERNAL COMBUSTION ENGINE
- **WEAPONS:** 500 KG/CM/CM DIAMOND EDGED AXE



Matilda

Matilda's pneumatic tusks have the ability to lift and overturn competitors. The chainsaw tail can be effective against certain competitors but it does not work well against polycarbonate and metal as it is often immobilised because the chain drive derails. The main weakness of Matilda is her sides where no weapons protect the fibreglass shell.

Specifications

- Weight = 116 kg
- Length = 1.4 m
- Width = 0.66 m
- Height = 0.66 m
- Maximum Speed = 13 Kph (8 Mph)

Weapons

- Chainsaw tail - 3000 rpm
- Protective armoured spikes
- Hydraulic tusks

Materials

- Body - Fibreglass matting
- Chainsaw - Steel

Power

- Rechargeable battery unit
- 12 Volt Motor - increases to 24 Volt to improve speed
- Pneumatic CO2 system - tusks
- 76 cc Motor - Chainsaw

In A Nutshell

- **MATILDA**
- **WEIGHT:** 116KG
- **DIMENSIONS:** 1.4M X 0.66M X 0.66M
- **SPEED:** 8MPH
- **TURNING CIRCLE:** 0
- **CLEARANCE:** 25MM
- **POWER:** 24V MOTORS
- **WEAPONS:** HYDRAULIC SPIKES

Dead Metal

Dead Metal's primary attack is to attempt to clamp opponents using its forward mounted pincers. This weapon has the ability to crush in a longitudinal fashion but it has yet to be exploited. The cutting disc works in conjunction with the clamp by trapping competitor robots and then applying the saw. Ideally, a robot would require very thick armour to protect itself from the cutting disc. However, despite the apparent ingenuity of the design it has not been exploited yet.



Specifications

- Weight = 112 kg
- Length = 1.6 m
- Width = 1 m
- Height = 0.7 m
- Maximum Speed = 19 Kph (12 Mph)

Weapons

- Circular saw (3000 rpm) and boom with 800 travel arc
- Pneumatic pincers

Materials

- Exoskeleton - Steel
- Cutting Disc - Diamond

Power

- 24-Volt Motor
- Battery Driven Engine

In A Nutshell

- **DEAD METAL**
- **WEIGHT:** 112KG
- **DIMENSIONS:** 1.6M X 1M X 0.7M
- **SPEED:** 12MPH
- **TURNING CIRCLE:** 0
- **CLEARANCE:** 30MM
- **POWER:** 24V MOTORS
- **WEAPONS:** 3000RPM CIRCULAR SAW, PNEUMATIC PINCERS

Sergeant Bash

The most visually impressive weapon belongs to Sergeant Bash. The flame-thrower does not seem to affect many competitors unless they incorporate particularly flammable materials. The grinding disc is the more offensive weapon. It is much more effective, but as with all grinding discs, it is susceptible to side attacks which can shatter or tear the disc rendering it useless.

Specifications

- Weight = 120 kg
- Length = 1.4 m
- Width = 0.9 m
- Height = 0.9 m
- Maximum speed = 8 Kph (5 Mph)

Weapons

- Steel ramming / cutting arm
- Propane fuelled flame-thrower
- Circular saw (3200 rpm)

Materials

- Chassis - Aluminium



- Plating - Steel

Power

- 12V Motor - increased to 24V if necessary
- 4 batteries running in parallel
- Steam engine

In A Nutshell

- **SERGEANT BASH**
- **WEIGHT:** 120KG
- **DIMENSIONS:** 1.4M X 0.9M X 0.9M
- **SPEED:** 5MPH
- **TURNING CIRCLE:** 0
- **CLEARANCE:** 30MM
- **POWER:** 24V MOTORS
- **WEAPONS:** FLAMETHROWER

Sir Killalot

Sir Killalot carries two weapons, a long lance and a hydraulic cutter. The lance is effective due to its size and its ability to rotate. It is two meters long and has the ability to lift other robots and manoeuvre them around or pin them in a certain position. The cutter can exert a force of 15 tons at the tip. It has the ability to cut through very thick sections of steel bar and even wheels. The main disadvantage with this robot is its low speed, a by-product of its high weight. Both of its weapons are forward facing which leaves it vulnerable from the rear. The hydraulic hoses have limited protection, and as such, could be severed. The forward mounting of such heavy weapons also appear to make Killalot rather unbalanced but no robot has yet exploited this.

Specifications

- Weight = 280 kg
- Length = 1.2 m
- Width = 1.2 m
- Height = 1.3 m
- Maximum Speed = 8 Kph (5 Mph)

Weapons

- Flame-thrower/lance
- Hydraulic cutting pincers - 15 tonnes of force
- Protective dorsal plates

Materials

- Exoskeleton - Steel

Power

- 8 Hp hydraulic driven pump - Pincers
- Battery
- 1 Hp, 24-Volt Motors



In A Nutshell

- **SIR KILLALOT**
- **WEIGHT:** 280KG
- **DIMENSIONS:** 1.2M X 1.2M X 1.3M
- **SPEED:** 5MPH
- **TURNING CIRCLE:** 0
- **CLEARANCE:** 30MM
- **POWER:** 24V MOTORS
- **WEAPONS:** 15-TONNE POWER PINCERS

Rules of Engagement

House Robots may only engage with a competing robot when one of two circumstances arise:

1. When a combatant foolishly drive into or is shunted into a Corner Patrol Zone (CPZ), the House Robot patrolling that zone can attack. The attack can last up to fifteen seconds before the House Robot must disengage and return to its corner. Damage inflicted by a House Robot in any such attack, including immobilisation is part of the battle scenario. Forcing an opponent into a House Robot's zone is therefore a very effective tactic.
2. If a combatant is immobilised for more than thirty seconds, either by another competitor or a House Robot, the House Robots may close in to administer a 'mercy killing'. This will either involve the disabled robot being pushed into the pit or being flung through the air by the arena flipper.



GOLD ROBOT

The following is a description of the Gold Robot, how it is gained and how powerful it will be.

Golden Powers

The power of the Golden Robot will be greater than that of any robot in the game that the player can normally use. That is to say that its specs will be above any of the All-Star robots or any that can be built with the regular parts in the game. However, the player can only use the House Robots when they enter a cheat into the game so they are not factored into the calculations that determine the strength of the Gold Robot. Regardless of this the Gold Robot will be restricted by the weight limit of 100kg that is imposed upon all of the competition robots in the game so there is no way that it can be regarded as a fair competitor to the weighty House Robots.

In short the Gold Robot will not be the bully in any fight that the player chooses to lead it into against the House Robots, it will definitely be the underdog against any of them, although a really skilled player might be able to pull off a surprise win against a mighty House Robot but only with considerable skill.

Equality

Every single Gold Robot will be the same as there are only 6 parts to the robot. This might seem limited or even a little dull but bear in mind that the Gold Robot represents the very pinnacle of the game, only the persistent and bloody minded should be able to collect all 6 parts of this supreme competition robot.

Where The Parts Are Won

There are 6 parts to the Gold Robot but there are only five places in which the player can win a part, meaning that every player must link-up in Grudge Match mode at least once to win their missing part from someone else's Game Pak.

Beyond Gold Tournament

Winning the Gold Tournament is a feat in itself and will separate the casual from the hardcore roboteers but another challenge awaits those that are keen. If the player takes on the Gold Tournament again they will have to face the House Robots! Completing this task certainly deserves a Gold piece.

Beyond Gold Metal Kingdom

When all of the secrets have been exhausted in Metal Kingdom (i.e. the mode appears to be exhausted at Gold Difficulty) players will give up as they hit a three minute mark and are told that there's nothing more for them in that mode. Should the player then go back to Metal Kingdom they will find that the opposing robots are House Robots, making a three-minute survival very hard indeed. But, should the player survive the battering for three minutes they will be rewarded with a Gold Part.



Beyond Gold Mayhem

When this mode is beaten at Gold Difficulty the player will be rewarded accordingly. However, should the player go back in to play again then they will find that all the robots are now House Robots. As ever in Mayhem the competitors will not gang up on the player so, with some sly tactics the player will be able to keep out of the battle and let all of the three House Robots take chunks out of each other before finishing off the last one standing. Accomplishing this is worth a Gold Part.

Take No Damage

If the player can win each of the Tournament finals (Bronze, Silver and Gold) without taking any damage at all then they will earn a Gold Part.

House Robot Flipping

At some point in the game every House Robot will be vulnerable to a flipping, even Sir K who can be upturned on Mars. The game registers every time the player flips a House Robot and when the player has successfully flipped every one of the House Robots they will be awarded a Gold Part.

Grudge Match

In order to get the last part of the Gold Robot the player must link up with a friend who has the missing part and play a Grudge Match for the part in question; only by doing this can the player gain all of the Gold Parts!



ARTIFICIAL INTELLIGENCE

The System

Robot Wars uses a goal based AI system. Put simply, this amounts to an AI robot choosing an achievable goal – e.g. Turn And Face Opponent - and pursuing it until it has either been achieved or is no longer achievable. Once a goal has been achieved or abandoned, another is chosen and so on.

Goal selection is based on the following criteria:

- a) Priority: the most important goal is considered first, then the second most important and so on.
- b) Conditions that must be met for the goal to be achievable: these are a specific combination of the State flags of the robot itself, his current opponent and the Arena
- c) Probability: every goal has a Probability Factor associated with it. A random number is generated and if its value is less than the Probability Factor, the goal will be implemented.

State Flags

All robots – both AI and non-AI controlled – and the Arena have a set of flags describing their current state. These are sub-divided into Condition and Structure. Generally speaking, the Structure flags are constant whilst the Condition flags are being constantly updated. These State flags are used to determine whether a goal is achievable and also whether it has been achieved. An example of a Condition State Flag is 'CLOSE_TO_ARENA_SIDE'. An example of a Structure State Flag is 'IS_HOUSE_ROBOT'.

Expert Probability Factors

An element of randomness is introduced into goal selection via Probability Factors. A Probability Factor is simply a number between zero (never) and one (always). Once a goal's achievability has been established, a positive random number less than one is generated and if this is less than the goal's Probability Factor, the goal is implemented. Probability Factors aren't constant; they are continually recalculated based on the game's current state. A Probability Factor has a set of Contributors each of which makes up a predefined proportion of the overall Factor. As the value of the Contributors varies, so does the net Probability Factor. An example of a Contributor is damage. As a robot's damage increases, the contribution made to, say, the Attack Goal Probability Factor by the Damage Contributor will decrease. As a result, the overall Probability Factor will decrease which in turn makes it less likely that the robot will attack. A Contributor can make either a negative or positive contribution. So the Damage Contributor might be made to increase the probability of the Run Away Goal being implemented.

Spatial Relationships

Throughout the game, an AI-controlled robot always has an "opponent". This is the robot whose State will be referred to during goal selection. An opponent isn't necessarily a robot towards whom the AI robot will direct offensive actions. A House Robot could be selected as a Combatant Robot's opponent so that it can run away



from an imminent attack. A robot's opponent isn't the same throughout the game. Every so often, the robot has its Spatial Relationship with each of the other robots determined and this information is used to select an opponent.

CAMERA

With the enhanced processing capabilities of the GBA we can afford to be technically more ambitious than previous titles, so the arena floors will be rendered in 3D using a Mode-7 style rendering technique, with the action being viewed above and behind the player's robot. The camera will be highly dynamic with the ability to zoom and pan around the action.

Different players want different things from the camera in different game modes and to accommodate them there will be several camera dynamics options. They are outlined below:

Rigid

This view remains firmly behind the player's robot at a fixed distance as if it were physically attached to the robot on the end of a stick.

Trailing

This view offers a more dynamic view of the action than the one above, as the camera is slightly slow to respond to the robot's movement. Although this means that the camera doesn't rigidly hold the robot in the same position in the frame it does give a more aesthetically pleasing view of the game.

Overview

This camera view will attempt to show as much action as possible at any given time, allowing the player to have maximum awareness of the proceedings in the arena. This view will not always make the player's task of controlling their robot as easy as possible but it will give them the best overview of the fight in which they are participating. The camera will ascertain the best view through a series of proximity checks performed by the program, these proximity checks will then feedback to the camera which will adjust its positioning accordingly.

Fixed Orientation

This camera will only look at the arena from one particular angle. As the camera lacks the dynamics of the other views it will look down on the action at a very high angle, giving it an almost birds-eye-view approach. It will zoom in whenever some hardcore RW action takes place. The reason for the high angle is to obscure the way in which the geometry of the robots intersects.

Special Camera Operations

No matter what mode the camera is in for the times when the player is in control of the robot there will be times in game when the player is not in control of their robot and in these circumstances the camera will move into a spot effects mode to add drama to the proceedings. Envisioned circumstances in which the camera may move into this mode are:



Game Start

The camera will pan around the player's robot, highlighting it for the player and generally adding tension to the "3-2-1 ACTIVATE!" statement from the commentary.

Remaining Opponent Is Immobilised

When the player's one remaining opponent (which allows for all game modes) is immobilised and the player has won the camera will pan around the opponent to show the robots point of demise. This will be particularly effective when the opponent in question is dumped in the pit and, as the smoke plumes from the pit, the camera view encircles it.

The Player Is Immobilised

As with the above situation the player's robot will be circled at the point of its final moment. This will hammer home to the player the fact that they are out of the fight.

Camera Control

The player will have absolutely no ability to "tweak" the performance of the camera while they are actually playing the game, i.e. they will not be able to force it to zoom in, zoom out or pan in any way like they can on something like Mario 64 on the Nintendo 64. The reason for this is that the GBA has a limited number of buttons and all of these are used for robot control, so there will be none available for dynamic camera control while the game is in motion.

Changing View

The player will have 4 camera options to choose from. In order to change the behaviour type of the camera the player can pause the game and choose Options from the pause menu. In here there will be the option to change the camera view to one of the 4 listed above.



SPECIAL EFFECTS

The game requires SFX in order to add extra dynamics to the action. One problem with the TV show is that it's real and the robots are built by people who care about their creations. As such the machines don't explode when hit because they're designed not to. When a buzz saw cuts into plastic there are no sparks. We, on the other hand, are not so worried about realism but with excitement. So when pieces come off the robots there will be sparks and explosions to accompany the action. This is not simply done for excitement however, it will also act to highlight the fact that damage has been done and act as a useful visual indicator of how their actions are having an effect.

To achieve the effects required we will facilitate a clever combination of brief 3D spot effects and scaled sprites. The GBA has some potent sprite handling capabilities that effectively come for free in terms of processor run-time. With a fixed elevation on the in game camera elements such as fire and smoke will be recreated with scaled alpha channel sprites emitting from specific sources.

SFX To Be Seen

The following is a preliminary list of the SFX to be incorporated into the game.

Debris

When a robot is hit little shards of it will fly off; these pieces will inevitably disappear as they fly off and will not come to rest on the arena floor but they will amply show inter-robot contact. If a robot is dealt a powerful blow and it suffers damage that will affect its operational capability a much larger fragment will be sent flying from it, emphasising the significance of the damage.

Sparks

When a robot is caught by any rotary cutting/grinding weapon (e.g. buzz-saw, chainsaw or angle grinder) sparks will be discharged from the contact point to highlight what's happening and the source of the punishment.

Fire

Should a robot catch fire then flames will lick and peel across its shell.

Robot Deformation

The exact nature of how the robots will show damage is not yet known because of technical limitations. Although we can cause denting on the robots it may not be obvious and could make the robot models look less than convincing. This is because the robots will not be fully textured (run time limits the quantity of texturing) and it is generally regarded that texturing cues are required to make deformation look convincing. However, every effort will be made to impart as much damage information to the player in a visual form as is possible with the graphics engine.



Lighting Effects

At the current time only ambient lighting is planned due to the huge amounts of run-time required to process 3D geometry on a GBA. However, should we discover that we have any spare processor time we will then look into more delicate lighting methods to improve the atmosphere of the game.



REALISTIC JUDGING SYSTEM (RJS)

Throughout all the Robot Wars events there will be a Judging System in place. The system is based upon player's actions over their robots within any of the events that are participated in.

The Realistic Judging System (RJS) takes precedence when there are degrees of uncertainty over winners and losers of events. The RJS is based upon the same parameters as the TV show:

Style

How good the player is at controlling their robot. Pulling off special moves and going dangerously close to arena obstacles, CPZs and House Robots without colliding with them will all garner style points from the judges.

Control

How effective the player's driving and weapon control has been during the event. Control is calculated using the number of near misses detected, and the percentage of successful hits against unsuccessful hits

Damage

How much physical damage the player's Robot has inflicted over opponents' robots, and how much damage the player's robot has sustained from other opponents robots. Damage is calculated based on the sum of the remaining durability values for each component

Aggression

How much aggression the player has used with their robot in an event in order to succeed. Aggression is calculated based on the frequency and severity of contact initiated by the player

Of course, the player will never see the scores in each of these fields as it is wise to make the judging system as opaque as possible to prevent players from taking advantage of it in a tedious way, i.e. we want the players to fight, not rack up style points by driving close to the house robots.

No score will be shown as such because all the judging calculations will be hidden from the players, only the decision will be revealed. Of course, the criteria of the judging could be divulged in the manual or even released to the games press after the game is released in order to maintain a buzz around the title.

Immobilisation

It is often the case in Robot Wars that it is somewhat difficult to ascertain who the winner of a match may be. But this game is running on a computer and it will never be difficult to ascertain a winner based upon the most rigorous of criteria, much more so than any real world situation could be analysed within any reasonable time frame.



Decisions where the robots involved in the decision are still active are covered by the RJS above. Should the robots in question be immobilised, e.g. one robot is on its back and the other is on its side, then the rules of Robot Wars are quite clear: Whichever robot was immobilised first loses. The situation described in the example is a clear case of both robots being immobilised at the end of the match. However, through various state checks the GBA will know which robot was moved to a prone and therefore immobilised position first, even if there is only a fraction of a second involved it is still clear to the program what the decision should be. These checks will provide appropriate decisions for any immobilisation criteria including robots falling into an open pit, losing power and being forced into a none-recoverable position.

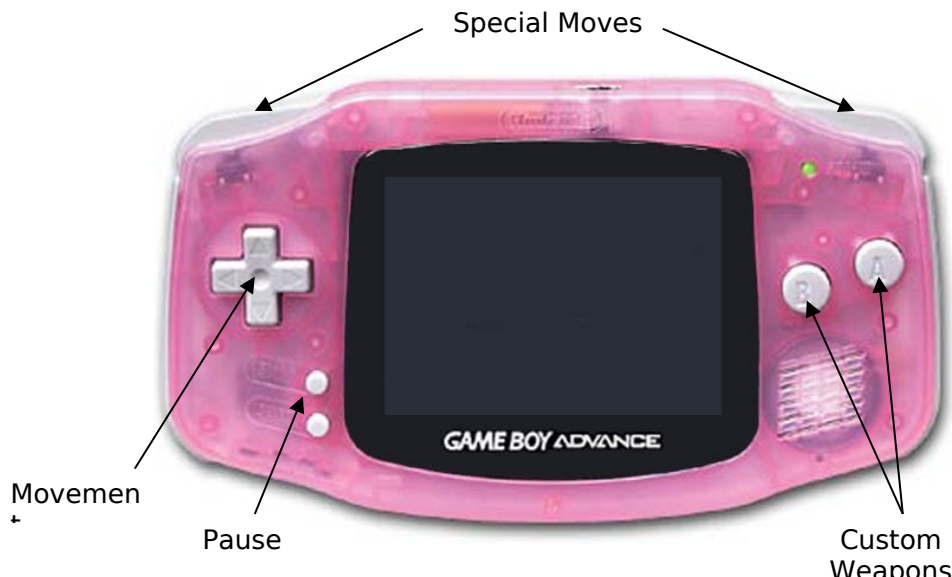


ROBOT CONTROL

Delivering a control system that is comfortable to the player is of paramount importance to the game and the level of fun that it delivers. This whole field will require considerable play testing in order to perfect. However, the backbone of the control system is outlined below.

Basic Controls

The diagram below shows how it is anticipated that the default control layout will be.



Custom Weapons

This refers to the weaponry to be attached to the robot, of course some robots will only carry one weapon and some will even have just a static weapon that requires no player operation beyond pointing the robot in the right direction.

Special Moves

The purpose of the Special Moves is covered later in this section. However, it is anticipated that players will wish to enact that with the minimum amount of effort in order to make their robot perform to the best of its abilities.

Movement

Controls the motion of the robot around the arena.

Pause

Temporarily halts the game.

Grimech

You will be aware of the lack of a Grimech button on the above diagram. The reason for this is that it is intended that Grimech operations of all robots will differ depending on their chassis. The invertible Block robots and the self-righting Rollover robots have



no need for a mechanical Srimech system as they have solved the problem in another way. Robots that lack the two aforementioned chassis will need to have a mechanical Srimech installed in the workshop as a weapon type. The Srimech button, when required, then takes the place of one of the Custom Weapon buttons.

Control Options

Only one control method will be available to players:

Rotational Control

This is a more accurate representation of how a robot on the show is controlled: left and right on the D-Pad rotate the robot clockwise or anti-clockwise, and forwards and backward on the D-Pad accelerates and brakes/reverses. This system can take some getting used to but is essentially more fun and rewarding for those that choose to learn its nuances.

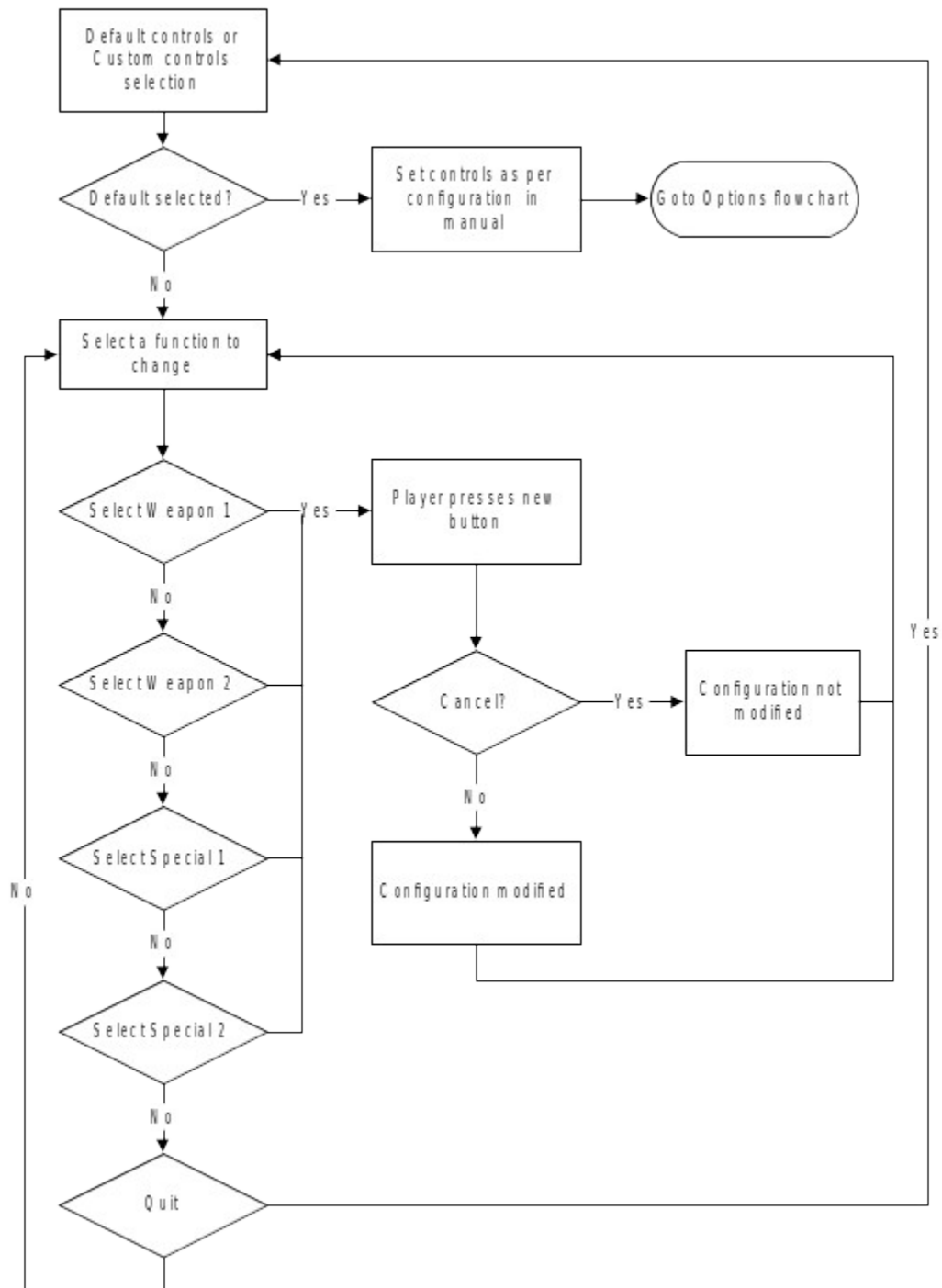
Each robot will have 256 angles of orientation as it progresses through a full rotation of 360°. Because the robots are polygon constructions there is no need to pre-generate these iterative poses and waste cartridge space.

User Configuration

Whatever the features of a robot and whatever equipment it carries the operations that are assigned to each button will be entirely configurable by the player. So, if the player does not like the default control layout, they can reassign the different robot operations to alternative buttons, e.g. the weapons can be assigned to the Shoulder Buttons and the special move can be assigned to the A and B buttons.



Rotational Control Configuration



Visual Feedback

So that players don't lose each other, a feedback system will be used to indicate where other combatants are. To do this coloured directional arrows will appear at the screen extremities pointing in the direction that the player must turn to face that particular opponent. This will help the player work out in which direction other opponents lie. This will come in especially handy in battles that feature 3 or more robots.



SPECIAL MOVES

There are several Special Moves that the player can pull off during a bout, these moves are unlocked as the game progresses and any two moves can be assigned - selected from a list of moves available. The following is a list of the 10 special moves and their operation. Please note that when one move is in progress another one cannot be activated. While a special move is in progress the robot will flash **BUT** only on the screen of the player that is controlling the robot! If the robot's special move were explicitly shown on every player's screen in multiplayer it could seriously limit the effectiveness of the move.

Whenever a move is activated both Special Move icons will mosaic briefly to let the player know that their keystroke has registered and the move activated. When the move concludes the Special Move icons will be removed from the screen for 25 seconds to visually inform the player that neither Special Move can be activated in this time. This is to stop players from constantly (and tediously) using Special Moves.

180°-Turn (Grade 1)

Causes the robot to spin through 180° without stopping or any participation from the player beyond activating the move. This move is great for getting into a better position to take on opponents that might be coming from the rear.

EFFECT	DURATION	NOTES
Robot spins through 180° when button is pressed	Time for action to complete	All robots make the spin in the same amount of time

360°-Turn (Grade 1)

With a full rotation of their robot a player can confuse other players and shrug off attackers. With a weapon like Hypno-Disc's this could also strike a substantial blow to several robots at once.

EFFECT	DURATION	NOTES
Robot spins through 360° when button is pressed	Time for action to complete	All robots make the spin in the same amount of time

Power Slide (Grade 1)

Precision manoeuvring of robots is not an easy task but with the power slide move players will find it much easier to dash around with speed and accuracy.

EFFECT	DURATION	NOTES
Robot takes on exceptionally pleasing handling characteristics	20 seconds	Obviously, play testing is required to discover the exact properties of the handling



Feint (Grade 1)

This move causes a robot to look like it's going one way before quickly turning back in another direction. This means that players can confuse and distract their opponents.

EFFECT	DURATION	NOTES
Robot swings 15° to the right while moving forward and then 30° to the left Or Robot swings 15° to the left while moving forward and then 30° to the right.	Time for action to complete	Two possible actions are chosen at random to make move less predictable

Stealth Camouflage (Grade 2)

This move denies any other players of their visual feedback when it comes to your location; very useful for surprise attacks.

EFFECT	DURATION	NOTES
Opponents are denied their Visual Feedback arrow markers so they are blind to the player's whereabouts unless they are on screen.	20 seconds	-

CPZ Evasion (Grade 2)

When activated a robot will automatically stop itself from trespassing on a House Robot's CPZ.

EFFECT	DURATION	NOTES
The robot will not enter the CPZs	15 seconds	This does not prevent other robots ramming the player into the CPZs

Berserk (Grade 3)

This is really intended for a robot that's on its last legs and is fighting to stay alive. When activated this move causes a robot to spin around flailing with all its weapons to ward off any aggressors.

EFFECT	DURATION	NOTES
The robot goes completely berserk, the weapons go off randomly and the robot moves back and forth, left and right haphazardly. However, all weapons gain 10% power while the	5 seconds	All controls are frozen



robots in berserk mode		
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Thunder Charge (Grade 3)

This is a devastating power move that causes a robot to charge like a bull in a straight line. This can be a double-edged sword as the charge length is fixed and its activation negates any steering ability!

EFFECT	DURATION	NOTES
Robot drives at full speed in direction it is pointing. Acceleration and top speed are increased by 10%	Until robot hits something	All steering controls are frozen

Automatic Opponent Lock-On (Grade 3)

Against fast robots it might be difficult to keep them in view but with this move the process is taken care of by the computer.

EFFECT	DURATION	NOTES
The nearest opponent is targeted and the player no longer needs to steer their robot left and right as the computer handles this for them, always keeping the front of the robot targeted at the targeted opponent	20 seconds	All steering controls are frozen

Strike Attack (Grade 4)

This means that when a player strikes an opponent their primary weapon (weapon 1) will automatically activate. This means that a high-speed ramming attack will be even more effective as, on contact the weapon will automatically fire. This is a great way to simulate the speed and accuracy of robots that are controlled by two Roboteers.

EFFECT	DURATION	NOTES
As soon as an opponent is within range of the primary weapon it will activate, making the player more likely to get a good hit in on an opponent	15 seconds	Control of Weapon 1 is frozen out so that the player can't hamstring themselves through poor timing

The following is a quick reference table for the different special moves and their grading for allocating Secrets:

GRADE	MOVE
1	180°-Turn



1	360°-Turn
1	Power Slide
1	Feint
2	Stealth Camouflage
2	CPZ Evasion
3	Berserk
3	Thunder Charge
3	Automatic Opponent Lock-On
4	Strike Attack

Special Moves For The All-Star Robots – CPU Controlled

The All-Star robots are assigned their special moves at the start of the match and they are given them on a weighted basis depending upon the event and difficulty being played.

Metal Kingdom and Mayhem

BRONZE	
% CHANCE OF SELECTION	MOVE
15	180°-Turn
15	360°-Turn
15	Power Slide
15	Feint
20	Stealth Camouflage
20	CPZ Evasion
0	Berserk
0	Thunder Charge
0	Automatic Opponent Lock-On
0	Strike Attack

SILVER	
% CHANCE OF SELECTION	MOVE
15	180°-Turn
15	360°-Turn
15	Power Slide
15	Feint
11	Stealth Camouflage
11	CPZ Evasion
6	Berserk
6	Thunder Charge
6	Automatic Opponent Lock-On
0	Strike Attack

GOLD	
% CHANCE OF SELECTION	MOVE
10	180°-Turn



10	360°-Turn
10	Power Slide
10	Feint
10	Stealth Camouflage
10	CPZ Evasion
10	Berserk
10	Thunder Charge
10	Automatic Opponent Lock-On
10	Strike Attack

Tournament

BRONZE				
% CHANCE OF SELECTION				MOVE
HEATS	Q-FINAL	S-FINAL	FINAL	
25	22	18	15	180°-Turn
25	22	18	15	360°-Turn
25	22	18	15	Power Slide
25	22	18	15	Feint
0	6	14	20	Stealth Camouflage
0	6	14	20	CPZ Evasion
0	0	0	0	Berserk
0	0	0	0	Thunder Charge
0	0	0	0	Automatic Opponent Lock-On
0	0	0	0	Strike Attack

SILVER				
% CHANCE OF SELECTION				MOVE
HEATS	Q-FINAL	S-FINAL	FINAL	
15	15	15	15	180°-Turn
15	15	15	15	360°-Turn
15	15	15	15	Power Slide
15	15	15	15	Feint
20	17	14	11	Stealth Camouflage
20	17	14	11	CPZ Evasion
0	2	4	6	Berserk
0	2	4	6	Thunder Charge
0	2	4	6	Automatic Opponent Lock-On
0	0	0	0	Strike Attack

GOLD				
% CHANCE OF SELECTION				MOVE
HEATS	Q-FINAL	S-FINAL	FINAL	
15	13	12	10	180°-Turn
15	13	12	10	360°-Turn



15	13	12	10	Power Slide
15	13	12	10	Feint
11	11	10	10	Stealth Camouflage
11	11	10	10	CPZ Evasion
6	7	9	10	Berserk
6	7	9	10	Thunder Charge
6	7	9	10	Automatic Opponent Lock-On
0	5	5	10	Strike Attack

Special Moves For The All-Star Robots – Player Controlled

When the player takes an All-Star robot into an arena its Special Moves are assigned randomly on the basis of what is available to the player. In other words the robot will never be assigned any Special Moves that the player has not yet unlocked. The fewest number of Special Moves that the player can have available is 4 and the most is 10 and two different moves will be selected completely at random from those available.



PAUSE MENU

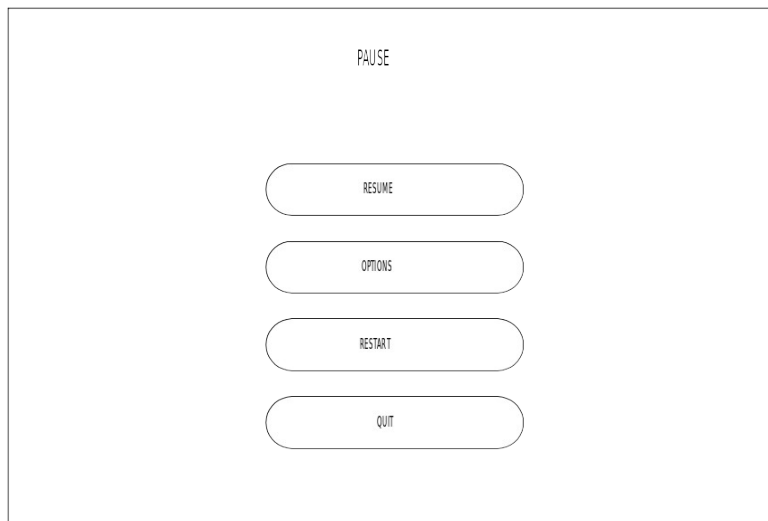
The player (whether in single or multiplayer mode) will be able to pause the game at any time they wish. This will be done using the START button. Pressing the START button once will pause the game and pressing it again will start the action where it left off.

In Multiplayer games if one player pauses then the game will stop on all machines. Only the player who paused the game will be able to restart it. As everyone who is playing will be within a very short distance of each other this will create no foreseeable problems as players will be able to prod any unruly pause freaks into unpausing the game.

Pause Menu

When in game the player will have access to a number of functions that are appropriate for alteration when in the game. These are all available through the pause menu, which appears when START is pressed. The following listings describe the various features of the pause menu.

Pause Menu



This is the main pause menu. RESUME will take the player back to the game where they will rejoin the action where they left off. The OPTIONS choice gives the player several options of things that they can adjust. RESTART gives the player the chance to start their bout afresh. And QUIT allows the player to leave the bout altogether.

KEYSTROKE	RESULT
UP:	Move highlight up
DOWN:	Move highlight down
LEFT:	N/A



RIGHT:	N/A
A:	Select highlighted option
B:	N/A
L:	N/A
R:	N/A
START:	Rejoin game
SELECT:	N/A

Options

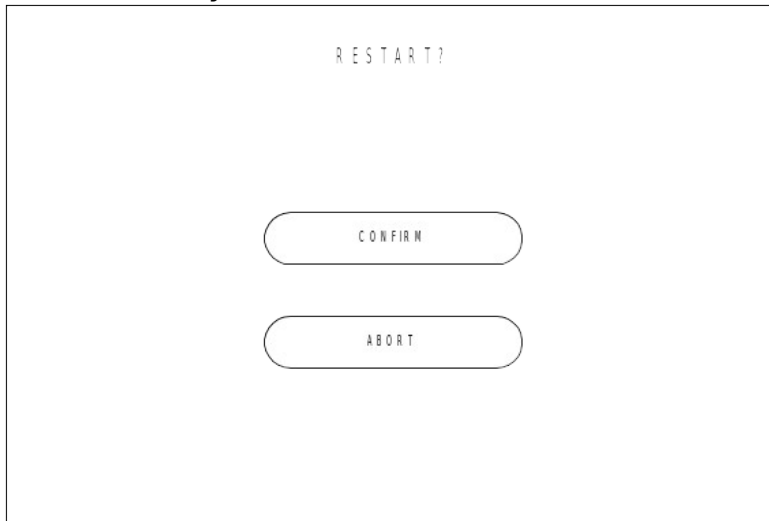
O P T I O N S			
MUSIC:	LEFT ARROW	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>	RIGHT ARROW
SFX:	LEFT ARROW	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>	RIGHT ARROW
CONTRAST:	LEFT ARROW	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>	RIGHT ARROW
CAMERA:	LEFT ARROW	VIEW	
CONTROLS:	LEFT ARROW	TYPE	

If the player selects **OPTIONS** from the main pause menu then they will be taken to this screen where they can change some of the fundamental game options if they are not already to their liking. Like in the regular Set-Up menu (from the front end options menu) the player will be able to alter the Music Volume, SFX Volume, Contrast and Camera View. Unlike that menu, Language will not be an option here but **CONTROLS** is, enabling the player to select their desired control method.

KEYSTROKE	RESULT
UP:	Move highlight up
DOWN:	Move highlight down
LEFT:	Decrement highlighted option
RIGHT:	Increment highlighted option
A:	N/A
B:	Cancel back to the Pause Menu
L:	N/A
R:	N/A
START:	Rejoin game
SELECT:	N/A



Restart Query

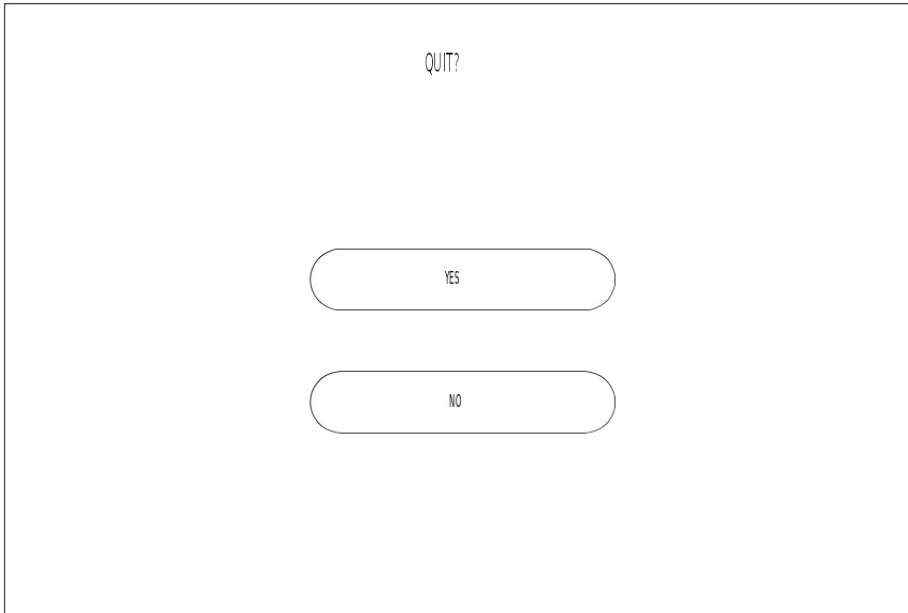


Should the player select RESTART from the main pause menu then they will be taken to a query where they can choose to confirm or cancel their selection. When the player selects YES the entire bout will be started again from the beginning. If the player selects NO then they will be returned to the main pause menu.

KEYSTROKE	RESULT
UP:	Move highlight up
DOWN:	Move highlight down
LEFT:	N/A
RIGHT:	N/A
A:	Select highlighted option
B:	Cancel back to the Pause Menu
L:	N/A
R:	N/A
START:	Rejoin game
SELECT:	N/A



Quit Query



Should the player select QUIT from the main pause menu then they will be taken to a query where they can choose to confirm or cancel their selection. When the player selects YES the entire bout will be cancelled and the player will be returned to the front end of the game. If the player selects NO then they will be returned to the main pause menu.

KEYSTROKE	RESULT
UP:	Move highlight up
DOWN:	Move highlight down
LEFT:	N/A
RIGHT:	N/A
A:	Select highlighted option
B:	Cancel back to the Pause Menu
L:	N/A
R:	N/A
START:	Rejoin game
SELECT:	N/A



MEDIA USAGE

Audio

Commentator Speech will be used as a means of introducing each battle.

We fully intend to implement the Robot Wars tune in the product, alongside jingles and SFX to provide a complete melodic accompaniment for the game. These will be sourced from RW material including previous games.

In-Game commentary will not be incorporated in terms of a running commentary describing how the match is proceeding, who is attacking who, etc. However, key phrases will be used to bolster the action and add some spice to the proceedings. Phrases that we anticipate featuring include "3-2-1 ACTIVATE" when the match starts and "CEASE" when it ends.

Stills

To date, we do not plan to incorporate still images (other than the Robot Wars Logo of course), this is due to the technology path we are choosing to use which will portray the robots and arenas in a 3D viewpoint therefore reducing the need for many images.

Note: We may, of course, make additions to this in the course of the design phase leading up to Milestone Stage 3.

Graphics

We will make full use of any supplied graphics that fit into our production path. We are currently evaluating assets that have been sent and at this stage cannot confirm which graphics/images we will be utilising.

Note: This will all be listed fully in the design document for Milestone Stage 3.

Video

It has been agreed that FMV will not be included due to the cartridge capacity required for this feature.



APPENDIX I - SFX LISTING

Menu Functions

NAME	USE	GUIDE
Move	When the highlight moves from one option to another	Mechanical, like a lever being moved from position to another
Select	Choose option	"Access granted" sound from an electronic door lock
Cancel	Cancel option, move back through menus	"Access denied" sound from an electronic door lock
Transition	Screens make a transition with metal panels that slam shut on the screen	Big metal clang
Menu unfurls	Menus appear on an unfurling screen	A shutter door moving

Weapon Activated (Not Hitting Anything)

NAME	USE	GUIDE
CO2 decompression	Pneumatic weapons	Big vent of high pressure gas
Motor	Electric weapons	Electric motor whir
Hydraulics	Hydraulic weapons	Low pitched hum

Hazards

NAME	USE	GUIDE
Smoke discharge	Gas hazards, acid jets	Sustained discharge of gas, like an aerosol spraying
Falling hazard	When a household appliance falls into the Danger Zone	Washing machine crashing to the floor
Flamethrower	Fire plumes and Sgt Bash's flamethrower	Roaring flame like a Bunsen burner set to blue flame

Contact

NAME	USE	GUIDE
Thud	Metal and non-metal clash	Dull thud
Chink	Metal on metal clash	Metal chink
Low Grinding	Drilling or sawing non-	Grinding (low pitch)



	metal	
High Grinding	Drilling or sawing metal	Grinding (hi pitch)
Stressed wood	None metal being crushed	Wood cracking under pressure
Twisted metal	Metal being crushed	Metal being twisted under pressure
Major contact	When a significant piece of damage is done to a robot, intended to highlight to the player that some serious damage has been done to their robot	Violent ripping, tearing sound, like a car crash

Fanfares

NAME	USE	GUIDE
Win	Player wins a match	Celebration
Lose	Player loses a match	Death march
Secret unlocked	A secret item is unlocked	Celebration
Special move	A special move is performed	Celebration
Win tournament	The player wins the final of a tournament	Celebration
BBC sting	When the BBC logo appears in the front end	The BBC have said that they will provide this for us

Commentator Speech

NAME	USE	GUIDE
3	Match countdown	Sourced from show
2	Match countdown	Sourced from show
1	Match countdown	Sourced from show
ACTIVATE	Match start	Sourced from show
CEASE	Match end	Sourced from show



APPENDIX II - MUSIC LISTING

NUMBER	NAME	USE	GUIDE	LENGTH
1	Robot Wars theme	Front end, main arena	Sourced from TV show	1.5 min
2	Car park	Gauntlet (Training mode) arena	Dance music	1.5 min
3	Melting pot	Arena of same name	Fiery moody music	1.5 min
4	Sub zero	Arena of same name	Chilling and cool	1.5 min
5	Acid Bath	Arena of same name	Dank wetness	1.5 min
6	Sandstorm	Arena of same name	Blustery, maybe desert cheese	1.5 min
7	Warlord	Arena of same name	Spacey	1.5 min



APPENDIX III - CHEAT CODES

As is common in computer games this game will contain several cheats. These various cheats will allow players to access elements of the game before they have earned the right to. More importantly, these cheats will allow for fast and versatile testing while the game is in development. As with Appendix IX the information has been formatted to allow for a convenient feedback system.

NAME:	Invulnerability
CODE:	Hard Case
USAGE:	Makes the player's robot completely indestructible, it simply cannot be damaged
NOTES:	In the finished version of the game this mode will not apply to any Multiplayer game modes, but it will while in development

NAME:	Difficulty
CODE:	Ambition
USAGE:	The player has access to all three difficulty levels in every game mode, whether they have earned it or not
NOTES:	The activation of this mode does not automatically unlock all the secrets that would normally be revealed by a player earning the right to play at Gold difficulty, nor do they win any Tournaments

NAME:	Secrets
CODE:	Pirates Gold
USAGE:	Gives the player all the secret items in the game
NOTES:	This cheat does not give the player any parts of the Gold Robot

NAME:	Arenas
CODE:	Gladiator
USAGE:	The player is given access to all the Arenas as well as the Arena Editor
NOTES:	

NAME:	Parts
CODE:	Scrap Metal
USAGE:	All of the robot parts in the game are unlocked for the player to use
NOTES:	Gold Robot parts are not unlocked with this cheat

NAME:	Gold
CODE:	Goldenrod
USAGE:	Every part of the Gold Robot is unlocked for the player to use
NOTES:	This cheat should not be in the final version

NAME:	All-Star
CODE:	Converse
USAGE:	This cheat makes all of the All-Star robots in the game available to the player
NOTES:	



NAME:	House Robots
CODE:	Cleaner
USAGE:	The House Robots are added to the All-Star robot listing and the player can use them to do battle with, just for fun
NOTES:	

NAME:	Bronze
CODE:	Tin Man
USAGE:	Awards the player with a win at Bronze level in every game mode and all of the associated secrets
NOTES:	Intended to make testing easier

NAME:	Silver
CODE:	Iron Man
USAGE:	Awards the player with a win at Silver level in every game mode and all of the associated secrets
NOTES:	Intended to make testing easier

NAME:	Gold
CODE:	Tungsten Man
USAGE:	Awards the player with a win at Gold level in every game mode and all of the associated secrets
NOTES:	Intended to make testing easier



APPENDIX IV - TROPHIES

There are three kinds of trophy required for this game.

Tournament

This trophy will be styled on the traditional Robot Wars trophy from the TV series. Three versions of it are required to depict the three difficulty levels available for the Tournament to be played at.

STYLE	DIFFICULTY/ COLOURING
Normal RW trophy	Bronze
Normal RW trophy	Silver
Normal RW trophy	Gold

Metal Kingdom

It makes sense to style this trophy on a crown as the original title of the game mode was 'King Of The Ring' and the robot that is targeted by the other three is still called The King. Therefore a crown will be used for Standard Arena and will be modified to reflect the setting of the five themed arenas.

Standard

STYLE	DIFFICULTY/ COLOURING
Plain crown	Bronze
Plain crown	Silver
Plain crown	Gold

Melting Pot

STYLE	DIFFICULTY/ COLOURING
Crown with flame motif	Bronze
Crown with flame motif	Silver
Crown with flame motif	Gold

Sub Zero

STYLE	DIFFICULTY/ COLOURING
Crown with snowflake motif	Bronze
Crown with snowflake motif	Silver
Crown with snowflake motif	Gold

Acid Bath

STYLE	DIFFICULTY/ COLOURING
Crown with drop of acid motif	Bronze
Crown with drop of acid motif	Silver
Crown with drop of acid motif	Gold



Sandstorm

STYLE	DIFFICULTY/ COLOURING
Crown with tornado motif	Bronze
Crown with tornado motif	Silver
Crown with tornado motif	Gold

Warlord

STYLE	DIFFICULTY/ COLOURING
Crown with Mars symbol motif	Bronze
Crown with Mars symbol motif	Silver
Crown with Mars symbol motif	Gold

Mayhem

Mayhem is the most frantic of the different game modes with four-way battles where anyone can take the prize. Some kind of exploding shrapnel image reflects the explosive nature of the mode. As with the Metal Kingdom trophy the trophies for the five themed arenas will all have modifications to reflect their themes.

Standard

STYLE	DIFFICULTY/ COLOURING
Crossed Axes	Bronze
Crossed Axes	Silver
Crossed Axes	Gold

Melting Pot

STYLE	DIFFICULTY/ COLOURING
Crossed Axes with flame motif	Bronze
Crossed Axes with flame motif	Silver
Crossed Axes with flame motif	Gold

Sub Zero

STYLE	DIFFICULTY/ COLOURING
Crossed Axes with snowflake motif	Bronze
Crossed Axes with snowflake motif	Silver
Crossed Axes with snowflake motif	Gold

Acid Bath

STYLE	DIFFICULTY/ COLOURING
Crossed Axes with drop of acid motif	Bronze
Crossed Axes with drop of acid motif	Silver
Crossed Axes with drop of acid motif	Gold

Sandstorm

STYLE	DIFFICULTY/ COLOURING
Crossed Axes with tornado motif	Bronze
Crossed Axes with tornado motif	Silver
Crossed Axes with tornado motif	Gold



Warlord

STYLE	DIFFICULTY/ COLOURING
Crossed Axes with Mars symbol motif	Bronze
Crossed Axes with Mars symbol motif	Silver
Crossed Axes with Mars symbol motif	Gold

Gauntlet

Slalom

STYLE	DIFFICULTY/ COLOURING
Cone	Bronze
Cone	Silver
Cone	Gold

Skittles

STYLE	DIFFICULTY/ COLOURING
Skittle	Bronze
Skittle	Silver
Skittle	Gold

Long Jump

STYLE	DIFFICULTY/ COLOURING
Ramp	Bronze
Ramp	Silver
Ramp	Gold

Sumo Basho

STYLE	DIFFICULTY/ COLOURING
Shunt	Bronze
Shunt	Silver
Shunt	Gold

Dump

STYLE	DIFFICULTY/ COLOURING
Toaster	Bronze
Toaster	Silver
Toaster	Gold

Drop Zone

STYLE	DIFFICULTY/ COLOURING
Barrel	Bronze
Barrel	Silver
Barrel	Gold

